

Bay 12 Games Forum

Dwarf Fortress => DF Community Games & Stories => Topic started by: Sizik on April 10, 2010, 02:27:43 pm

Title: **Skyscrapes, the Tower-Fortress (Succession) IS COMPLETE!**

Post by: **Sizik on April 10, 2010, 02:27:43 pm**

If you want to participate, come check out the sequel, Skyscrapes 2
(<http://www.bay12forums.com/smf/index.php?topic=109564.0>).

"Come, let us build for ourselves a city, and a tower whose top will reach into heaven, and let us make for ourselves a name, otherwise we will be scattered abroad over the face of the whole earth." -Genesis 11:4



This is a tower fortress. It is adorned with hanging rings of tallness and menaces with spikes of z-levels.

Tower forts have been done before, but none like this. This fort, using the mighty world-gen powers of 0.31.02, has 100 z-levels available above the ground, even though it is located on perfectly flat ground!

Rules:

1. Each player has 1 in-game year to add another level to the tower.
2. Each player can add 1-5 floors to the tower (since I don't think we'll reach 100 turns).
3. All parts of the fort MUST be contained within the tower, above ground. The only exceptions are farms, mining for stone/ore, and stockpiles.
4. The levels of the tower can be designed in any way you desire, as long as it won't easily collapse (e.g. with the pull of a lever). Be sure to roof over any sections of the tower you want to be considered "inside", as there might not be a floor directly above it.
5. Try to use up any stone you mine out; we don't want too much clutter.
6. Modifying previous players' levels is allowed, to a certain extent. Try not to mess with the outer walls, or anything that looks like it would've taken a while to design/make.

NOTE: When you find out it's your turn, please post in the thread so I won't accidentally skip you.

I'll generally give you a few days to respond once your turn comes around. However, if you haven't been on the forums in over two weeks, you only get 24 hours.

Player List:

1. Sizik
2. timferius
3. Urist Imknorris
4. napancux
5. Microcline
6. Sizik
7. Graebeard
8. JoshBrickstien
9. Japa
10. Microcline
11. Sizik
12. Microcline
13. Cheddarius
14. John Keel
15. Sizik
16. TurkeyXIII
17. Graebeard
18. billybobfred
19. Graebeard
20. Kassil
21. Canisaur

Spoiler: Skipped (click to show/hide)

- OTRaw
- timferius
- Duane

- UltimateCarl
- napancux
- Shaostoul
- deathstar175
- Urist Mcinternetuser
- Japa
- Microcline
- Maquox
- dragonshardz
- Gutanoth
- fivex
- DreamThorn
- Mountain-King
- JoshBrickstien
- Argembarger
- Urist Imiknorris
- dhokarena56
- Velard
- UltraValican
- Shintaro Fago
- ShadowRHK
- Mekboy
- Matuin
- IronVanguard
- heyguds
- AzureShadow
- Davie
- tbino
- Carpman
- Chaoseed
- Hydrall
- Darvi
- Mitchewawa

Note to people who've been skipped: If you asked to be skipped, you can take your turn anytime after the currently playing person, just ask.

If you were involuntarily skipped, you can only be added to the end of the list.

Color Key: In Line Awaiting Confirmation Active Completed Skipped (inactive/unresponsive) Skipped (voluntary)

Most recent Map. (<http://www.mkv25.net/dfma/map-11195-skyscrapesthetower-fortress>)

(note: when uploading a map, make sure the fortress name is "Skyscrapes the Tower-Fortress", so it links up with the other maps.)

Most recent save. (<http://dfffd.wimbl.com/file.php?id=6177>)

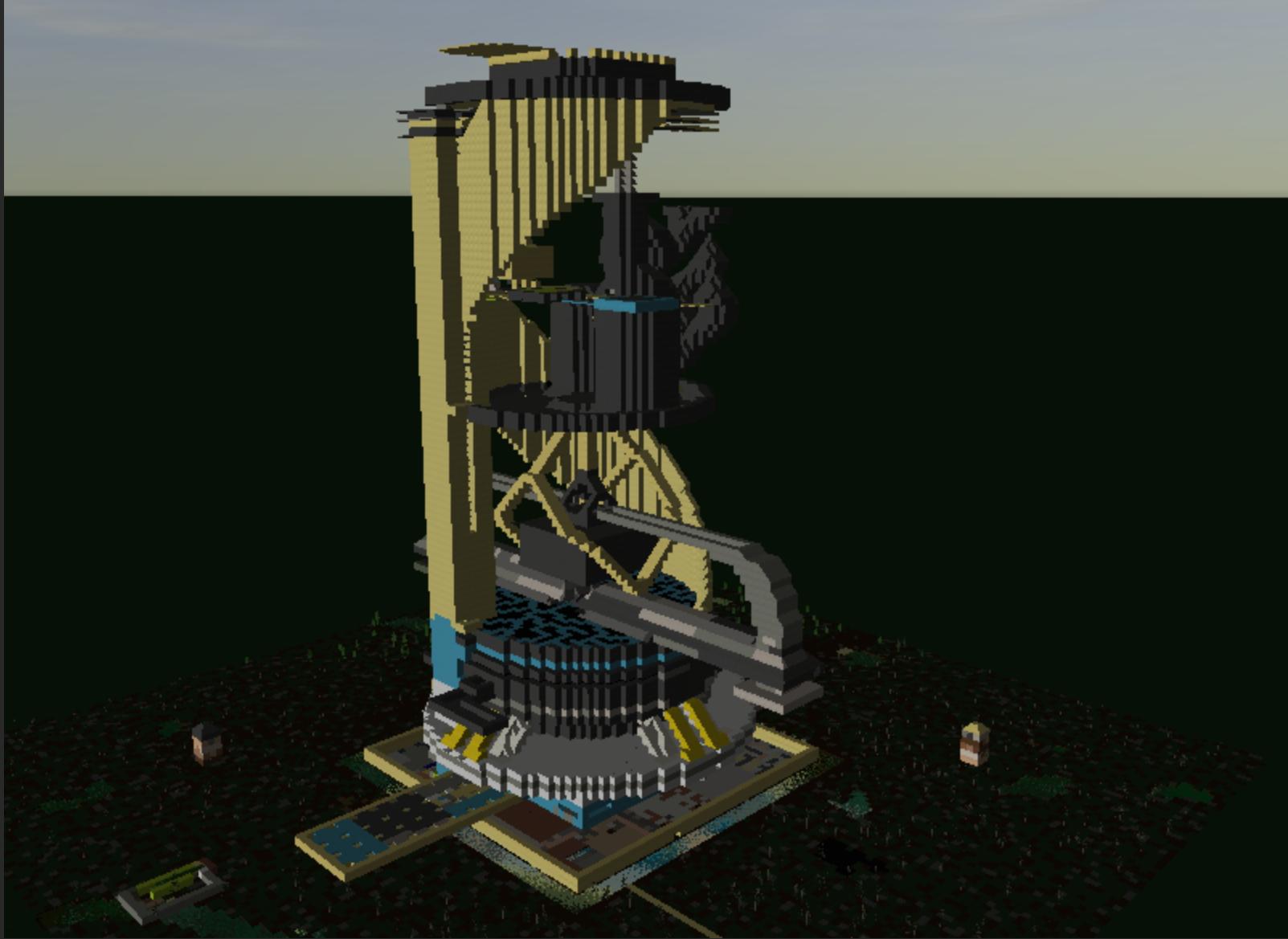
Spoiler: Picture (year 1064) (click to show/hide)

Spoiler: Picture (year 1068, courtesy of Graebeard) (click to show/hide)



Spoiler: Pictures (year 1073) (click to show/hide)





Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **timferius** on April 10, 2010, 09:05:53 pm

Well, I was originally thinking to myself "Sounds neat, but I want my first succession game to be a normal game of Dwarf Fortress" then it occurred to me that I just used normal and Dwarf Fortress in the same sentence. Now, I'm hardly what you'd call "experienced at" or even "moderately ok at" DF, but sign me up if you'll take me. On that note, how long are turns real-time wise, a week?

Strike the Earth Sky!

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Urist Imiknorris** on April 10, 2010, 09:09:38 pm

I'd recommend sandstone, marble, granite, and sand layers. (Copper, bronze, steel, glass) Embark with "Dr. Admin," an adequate wound dresser/diagnostician/surgeon/bone doctor/suturer who will serve as manager/chief medical dwarf/bookkeeper/arsenal dwarf.

I'll take the third turn.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Stas** on April 11, 2010, 09:47:54 am

Will be watching, may even join.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **timferius** on April 11, 2010, 12:35:35 pm

How does one Gen a World using the World Gen information, so I can start helping search for an embark site?

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Shintaro Fago** on April 11, 2010, 12:55:45 pm

Ready to join

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **napancux** on April 11, 2010, 01:03:26 pm

Count me in

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **OTRaw** on April 11, 2010, 01:14:41 pm

Can a DF noob join? If so, sign me up!

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Sizik** on April 11, 2010, 01:24:43 pm

This is certainly enough people to start with. Yay.

Quote from: **timferius** on April 11, 2010, 12:35:35 pm

How does one Gen a World using the World Gen information, so I can start helping search for an embark site?

Paste the info into data/init/world_gen.txt, then choose Design New World With Parameters, and select "Z LEVS YO!"

Edit: how does this site look?



It's got granite, marble, and sand, and is on a pretty flat area.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **napancux** on April 11, 2010, 01:49:40 pm

Well, if it has marble, then I like it)

We'll need a couple of Masons from start, I suppose. And at least two Miners for stone supply.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **OTRaw** on April 11, 2010, 01:53:11 pm

Resources, temperature and tree frequency looks good, wildlife could be better but it isn't big deal. It is a good region. Personally I would press 'H' a few times for easy irrigation with a river, and brink a few hundred plump helmet spawns :D

Edit: Agree with napancux in that we need a couple of miners and masons, and my OCD on food production tempts me to say 2 farmers aswell.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **timferius** on April 11, 2010, 02:28:28 pm

I agree about the river thing, last thing we'll need is to be searching around underground for a river or lake.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **Sizik** on April 11, 2010, 03:10:39 pm

Moved embark site so that it includes the river, but no aquifer.

Current supplies:

Spoiler (click to show/hide)

Iron anvil (1)

Dwarven wine, rum, beer, and ale (21 of each)

Pig tail, cave wheat, and plump helmet seeds/spawn (5 of each)

Hoary marmot tripe, cave lobster, and plump helmets (16 of each)

Pig tail fiber thread (15)

Tetrahedrite (8; to make 5 picks, 2 axes, and a shield)

Lignite (16)

145 points left.

Dwarves:

Spoiler (click to show/hide)

"Dr. Admin" ònulbisek: Adequate Wound Dresser, Diagnostician, Surgeon, Bone Doctor, and Suturer.

"Sizik" ònultakùth: Proficient Mason, Competent Building Designer, and Adequate Appraiser

Kikrost Delethonol: Adequate Miner, Brewer, and Cook, and Skilled Grower.

Kib Mebzuthakmam: Competent Miner and Mason, Novice Weaponsmith, Armorsmith, Metalsmith, and Furnace Operator.

Fath Fikodatul: Adequate Woodcutter, Carpenter, and Cook, and Skilled Fisherman.

ònul Edtûlthob: Skilled Grower and Competent Fish Cleaner and Brewer.

Zefon Nolzuban: Adequate Woodcutter, Skilled Axeman and Shield User.

Any additions/changes?

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **OTRaw** on April 11, 2010, 03:18:31 pm

Hmm apart from the fact that personally I would of buffed my supplies of plump helmet spawn I have no real problems with that setup, I quite like it.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **Sizik** on April 11, 2010, 03:31:31 pm

How about increasing plump helmet spawn to 21, and adding 43 pitchblende to spend the rest of the points?

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **timferius** on April 11, 2010, 03:36:25 pm

Well, we may want some medical supplies, splints and bandages and such. Also, since I haven't been dorfed yet, I'll take one of the woodcutters if they aren't all accounted for.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **napancux** on April 11, 2010, 03:37:56 pm

Instead of plump helmets I would take lots of cheap 2 points meat (1 item of each kind). This way we shall still get a lot of food and a lot of barrels as well.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **OTRaw** on April 11, 2010, 03:40:55 pm

Whatever you think is best, just remember that there is nothing to gain from saving points so spend it all, and invest in the future.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **Sizik** on April 11, 2010, 03:51:37 pm

Quote from: timferius on April 11, 2010, 03:36:25 pm

Well, we may want some medical supplies, splints and bandages and such. Also, since I haven't been dorfed yet, I'll take one of the woodcutters if they aren't all accounted for.

Splints can be easily made from wood, and bandages use cloth, which is easily made out of thread.

Quote from: napancux on April 11, 2010, 03:37:56 pm

Instead of plump helmets I would take lots of cheap 2 points meat (1 item of each kind). This way we shall still get a lot of food and a lot of barrels as well.

Sounds like a good idea. Traded in all but a few pitchblende for a smorgasboard of warthog, cow, horse, donkey, mule, cat, dog, and naked mole dog.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **Sizik** on April 11, 2010, 06:00:14 pm

Ok, starting now.

Diary Journal of Sizik ònultakùth, 18th Hematite.

I had nearly forgotten about keeping a journal about our ambitious attempt to create a tower unto the heavens themselves. It took nearly all spring to construct picks and axes, but once they were done, the work started almost immediately. Farms were dug out, and the bounding corners of the first level were hastily put up. Soon afterward, two migrant showed up. I can honestly say I didn't expect them. Has the word of our project spread that quickly?

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **timferius** on April 11, 2010, 06:23:45 pm

Haha, 2 migrants? And everyone's going on about how large the migrant waves are in this edition.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **Sizik** on April 11, 2010, 06:42:18 pm

Journal of Sizik ònultakùth, 4th Sandstone.

Macaque Attack! Zefon was able to kill most of them, but one got away with a stack of plump helmets. The outer wall is complete, and the floor above is around 25% done.

18th Sandstone

More migrants! Six of them! Are we really this popular?

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **Microcline** on April 11, 2010, 08:09:18 pm

I'll join.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **OTRaw** on April 12, 2010, 06:42:14 am

Thats alot of migrants so early :D

Can we get some pictures please?

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **napancux** on April 12, 2010, 05:01:44 pm

So, any progress?

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **Sizik** on April 12, 2010, 09:11:00 pm

Journal of Sizik ònultakùth, 1st Moonstone.

It's winter already. Traders have arrived; we have nothing to give them, and they really don't have anything to give us in return, so I suppose we're equal.

Journal of Sizik ònultakùth, 1st Granite.

There were wolves and a cougar roaming around outside, although they didn't confront us directly. We were assaulted by some kobold thieves, however, but we scared them off. Work on the first level is complete, although it's smaller than I'd hoped it'd be. I'm assigning another aspiring dwarf to take over design, as I'm a bit tired of orchestrating a project this large.

Whew, first turn done. Time passes quickly at 100 FPS, especially when you spend all spring making picks so you can just get started with the digging.

Save. (<http://dfffd.wimbli.com/file.php?id=2083>)

Map. (<http://www.mkv25.net/dfma/map-8462-skyscapesthetower-fortress>)

It's all yours, timferious!

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **timferius** on April 12, 2010, 10:18:32 pm

Ok, downloading the save now, I'll get started on this thing tomorrow. Is our trade-depot made out of pure gold? Because that would be epic.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **Sizik** on April 12, 2010, 10:22:10 pm

Also, it'd be nice if you could replace the raws in the save with the new (0.31.03) ones.

And the trade depot is made of orthoclase, but we certainly have enough gold to make it so.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **timferius** on April 12, 2010, 10:24:58 pm

Excellent, I shall remedy this situation if I can get our metal works up and running.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **napancux** on April 13, 2010, 02:21:00 am

Kobolds so early?

Be sure to make a moat and a retracting bridge, because gobbos must be in their way now)

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **Graebeard** on April 13, 2010, 01:03:14 pm

I would love to take a turn on this fort. Sign me up!

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **Urist Imiknorris** on April 13, 2010, 01:08:39 pm

Quote from: timferius on April 12, 2010, 10:24:58 pm

Excellent, I shall remedy this situation if I can get our metal works up and running.

Methinks from this that timferius is active now.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **timferius** on April 13, 2010, 01:59:59 pm

Quote from: Urist Imiknorris on April 13, 2010, 01:08:39 pm

Quote from: timferius on April 12, 2010, 10:24:58 pm

Excellent, I shall remedy this situation if I can get our metal works up and running.

Methinks from this that timferius is active now.

Working on being active, today has turned out a bit busier than expected, it's hard to fit DF around a daughter! But I should have something up later tonight, and I'll be surprised if I'm not done by tomorrow.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **ShadowRHK** on April 13, 2010, 02:10:15 pm

I'd like to be put on the list for a turn, should the fort tower make it that far. This looks all kinds of awesome.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **Sizik** on April 13, 2010, 03:41:17 pm

Also, at the end of your turn, you can request to be added back on to the end of the list, if you want to take another turn.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **timferius** on April 14, 2010, 12:18:43 am

Ok, I'm making significant headway here. Got a nice big wave of slaves migrants to haul stone do meaningful work for the project. Walls are going up, and so has the solid friggin' gold Trade Depot. Unfortunately, still a good deal left to do and I need to sleep. I should have plenty more time tomorrow to get some playing in, and I should be able to finish up, as well as whip up some proper diary entries, because all the manliest dwarfs keep a diary dagnamit, and only the cowards hide it! And yes, it's decorated with those plastic jewels from the 90's (bonus points to whomever remembers what they were called, just know my sister had a box of them, jazzy jewels? or something).

On that note, if someone compiles a dorfing list (yeah, that's right, I'm too lazy to go through 3 pages of posts) I'll deal with some of that too. Oh, and RAWs are now 0.31.03 compliant.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **timferius** on April 14, 2010, 04:14:46 pm

Ok, I'm just about done, all my designs and designations are done, and I'm mid winter. On that note though, our armoursmith was possessed, and is demanding metal bars, I have a ton of gold bars sitting in the stockpile, but he's just hanging out in the Forge. Any ideas?

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **Urist Imiknorris** on April 14, 2010, 04:24:06 pm

What else is our noble servant demanding?

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **timferius** on April 14, 2010, 04:25:29 pm

That's the odd thing, just bars...metal. I've sat there for a minute straight watching, and no change

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **Urist Imiknorris** on April 14, 2010, 04:28:05 pm

I'll see what I can do when my turn comes up.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Graebeard** on April 14, 2010, 04:29:18 pm

Hrm, have you checked to see if the bars are forbidden?

I know there are some issues with stockpiles right now. Are you able to smelt any new bars?

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **timferius** on April 14, 2010, 04:34:57 pm

too late, he's lost it.

I was constantly smelting at that point, and they were all forbidden.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **JoshBrickstien** on April 14, 2010, 04:51:48 pm

I'm in.

This will be my first succession game... =/

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **timferius** on April 14, 2010, 07:57:06 pm

Voila, here she is, the second year of Skyscrapes! I've never done large above ground designations, so it took a lot longer to do than I though. It's almost complete, the dwarfs are just finishing up the ceiling, so the next person will have to place the beds in the rooms that are empty. Also, the lazy dwarves didn't finish buliding me doors either, so you'll have to throw those is place once their built too. Sorry to leave the bits for you.

Note: first time using the DFFD, so let me know if it didn't upload right and I'll try again.

Right File:

<http://dffd.wimibli.com/file.php?id=2108> (<http://dffd.wimibli.com/file.php?id=2108>)

Map:

<http://www.mkv25.net/dfma/map-8475-skyscrapesthetower-fortress> (<http://www.mkv25.net/dfma/map-8475-skyscrapesthetower-fortress>)

I'll add some POI on the map later tonight when I get the chance, as well as post a summary journal.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Urist Imiknorris** on April 14, 2010, 08:39:44 pm

I'm on it. Questions:

1. I'm noticing a couple of rooms with single-tile native gold walls. Reason?
2. Why is our liaison still here?
3. Any useless dwarves I can draft?

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **timferius** on April 14, 2010, 09:44:07 pm

Quote from: Urist Imiknorris on April 14, 2010, 08:39:44 pm

I'm on it. Questions:

1. I'm noticing a couple of rooms with single-tile native gold walls. Reason?
 2. Why is our liaison still here?
 3. Any useless dwarves I can draft?

I had gold turned off for a few things, and I was designating walls quickly, so a few snuck without me noticing, and I didn't have time to replace them.

I'm guessing the manager is still busy, I completely forgot about the Liason, he's taken our orders, I didn't know what to ask for so I just threw a bunch of metals on there, but that's it. You might want to turn the managers tasks off for a few minutes to finish up.

We probably have more farmers than we need, other than that, go through the list I guess, I didn't pay much more attention then turning masonry on a few more of the migrants.

EDIT: Also, you can throw me back on the list, I have plans, man, PLANS!

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Urist Imiknorris** on April 14, 2010, 10:59:54 pm

Okay, this year so far has been fun and eventful. Notable events include:

First dwarven death (insane armorer from last year)
First unhappy diplomat (caused by...)
First successful mood (expedition leader made a weapon rack worth 6k)
First whiney noble (mayor)
First mandate (Make 1/1 billion items)
First failed mandate (no tetrahedrite yet)
First prison term (immigrant metalsmith, Skilled in all things metallic)
First hypervaluable artifact (Geshud Amugsakzul, Peasant has created Edanitat, a **native gold mechanisms!**)

And it's only autumn...

Edanitat, or "Stirredchills," is worth 230400.

Expedition leader went fey, peasant was posessed. Both artifacts recurse.

I've been working on some other stuff. Notable projects include a dining room (will seat 36), a prison (11 of 5 chains, all gold), a dedicated boozeroom, a lever room, and a barracks.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **timferius** on April 14, 2010, 11:17:47 pm

Here's my journal entry for the year. Also, added POI's to the map, if you're wondering what's what at this point.

1st granite 1052

We've been here a year, and I haven't really looked at the place, I've been busy lopping down trees day and night. So when I took over architectural design of the tower today, I had to take a few minutes to inspect what we had. First off, I noticed the door to the irrigation pool was unlocked, even to pets! I fixed that quickly to prevent the stray cow from drowning our crops (though that would only make her position more tenuous, so I don't know why she'd do it). Also, I realized we were all crammed together sleeping here, and decided to fix that problem in my term as lead-architect. I took a look around the kitchen and had a chat with the cook, who was talking about cooking, with booze! I found this reprehensible and told him to stay away from the whiskey or I'd have his hide. Lastly, I ordered all our junk (well, got others to do that) in the basement.

17th Slate

Built a new trade depot, of solid gold of course! We have way too much of the stuff, I swear. HAHAHA just kidding. Migrants arrived today as well, which is good, more haulers!! Also, noticed the ranger was dragging his quiver around by the straps instead of wearing it, kinda worried about him. This wave of migrants took us from 15 to 37 dwarfs! I'm too lazy to do the math, but that's a lot more mouths to feed, better get someone on booze duty.

24th Fellsite

The apartments are going well, only one cave-in, and that was a poor order on my part, trying to fix a mistake. Only put a small hole in the floor below, and miraculously managed not to injure anyone.

23rd timber

Traders arrived today, didn't have much to trade aside from some odds and ends picked up from the plethora of kobold thieves lurking around, after my gold I'm sure. Traded it for some fix and meat, add some varieties to dinner. Almost done the living quarters, just needs a roof now.

On a side note, noticed one of our children had a broken toe, for a while now. I guess there WAS an injury in the cave in months ago, no idea how no one noticed. Set up a hospital zone in first floor, gotta get bandages and soap made. Soap, who knew I'd ever order the creation of that!

19th Moonstone

Roof going slower than expected, don't think it'll be done for spring. Armorer was possessed today, just sits there muttering about metal bars. We're knee deep in gold bars with more being smelted all the time! I tried everything, even moving a few crates of them right next to him, but he ignores them, and eventually goes mad, starts running around gibbering, poor blind fool.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **Urist Imiknorris** on April 14, 2010, 11:43:48 pm

Putting this here now for easy reference. Prior planning and all that.

Spoiler: TRADE AGREEMENT: IMPORTS (click to show/hide)

Wolf Leather -|0|-
Cave Spider Silk Cloth -|0|-
Black Bronze Bars ---|0
Billon Bars ---|0
Copper Bars ---|0
Silver Bars ---|0
[any gem with a value greater than 20] |0|--
[all drinks] |0|--
coke -|0|-
pearlash -|0|-
charcoal -|0|-

Spoiler: TRADE AGREEMENT: EXPORTS (click to show/hide)

Cheese - 220%
Musical Instruments - 188%
Figurines - 187%
Ammunition - 193%
Cut gems - 218%
Plants - 168%
Amulets - 139%
Wooden toys - 188%
Prepared meals - 185%
Powder - 217%

EDIT: Mood #3. This time it's the fisherdwarf/gem cutter/gem setter. He's fey, so I hope it's a Gem Setter mood.

EDIT2: BLAST AND DAMN! We now have a legendary gem cutter. I'm still bitter.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **napancux** on April 15, 2010, 03:58:46 am

It's time to dig deeper and find marble! :D
Building giant tower from microline is undwarfly methinks.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **timferius** on April 15, 2010, 04:52:34 am

Well that shouldn't be a problem, didn't even have enough microcline to finish my floor....

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **Urist Imiknorris** on April 15, 2010, 08:21:29 am

Listen to this while you read. (<http://www.youtube.com/watch?v=LCJbBehFGNE&feature=related>)

18th Obsidian, 1053.

:'(:(:(:(:(:(:(:(:(:

In memory of all those lost to Egenstal Gishgil Atul, "Giftbusters the Contempt of Fords," a Magma Man, who killed twelve in its bloodlust. Coffins are being prepared now.

However, every cloud has a silver lining. It need not be explained here.

Kib, one of our esteemed miners, has gone insane. He is currently sitting in the metal stockpile babbling about how Giftbusters was an

omen from Moldath.

Regardless, those who haven't lost friends or family are rejoicing tonight, for the cavern we breached immediately before Giftbusters attacked contained adamantine. The cavern has been walled off anyway, as I have seen the stuff of nightmares. A giant cave spider. It quickly lost interest in us, however, and I have the gods to thank.

This attack has led me to resign my position. Beginning on the First of Granite, 1054, I will no longer control Skyscrapes.

Timferious has also gone insane, as has our clothier, Sakzul.

Several marriages, several births, several deaths, several caverns. I breached four.

Map. (<http://www.mkv25.net/dfma/poi-22771-dininghall>)

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **Urist Imiknorris** on April 15, 2010, 08:27:27 am

Three artifacts were made during my turn:

A alder weapon rack (value 6000)
a native gold mechanisms (value 230400)
a perfect rock crystal (value 4800)

Thirteen deaths, including that insane armorer from timferious' turn. The armorer was the only death not caused by the magma man.

Three dwarves currently insane, timferious, a miner, and a clothier. All stark raving mad. I'm honestly happy that timferious didn't berserk.

Population: 49

Created Wealth: 508184

Recommendations: I highly recommend improving the military. I'd also suggest making some crafts (golden ones, perhaps?)

Save. (<http://dfffd.wimibli.com/file.php?id=2112>)

And sign me up for another turn.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **timferius** on April 15, 2010, 08:50:12 am

I'm guessing I knew someone who died? Too bad I didn't go on a mad chopping spree!!

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **Japa** on April 15, 2010, 08:56:44 am

Spoiler: The tower so far (click to show/hide)



Also, I wish to join.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **Urist Imiknorris** on April 15, 2010, 09:05:28 am

The sakzul in the screenshot is the insane clothier. And the 9x10 room on the southern part of the highest floor has no purpose yet.

And STONESENSE WORKS? YES!!!

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **timferius** on April 15, 2010, 09:06:31 am

What's the top room supposed to be for?

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Urist Imknorris** on April 15, 2010, 09:11:48 am

Barracks. The artifact weapon rack is there.

And there's a good explanation for the wall in the courtyard, I swear! Honest! Some groundhogs managed to find their way inside before I raised the bridge. The soldiers were chasing the things around and around the tower, so I put the wall there so they could catch them.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Japa** on April 15, 2010, 09:20:54 am

yes, stonesense works, but there's a lot of bugs to fix, and a lot of really boring raw stuff to do before it's ready for release.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **timferius** on April 15, 2010, 09:31:18 am

You, sir, are my hero

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Shintaro Fago** on April 15, 2010, 11:13:42 am

Guess I'm next but I won't have any time today and tomorrow. Napancux, if you want we can switch our places.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **napancux** on April 15, 2010, 01:31:26 pm

Okay, I will take a turn now, then.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **timferius** on April 15, 2010, 05:41:09 pm

Sizik, could you put me back on the end of the list please? I mentioned in an edit earlier, but I guess it got missed.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **napancux** on April 15, 2010, 07:03:36 pm

1st Granite 1054

My king,
After a long trip I have at last come to the remote outpost of Skyscrapes. The things I witness at this very moment, while writing this letter, are not satisfying to say the least. And it would be wise for me to guide this community to the true path, using Your Majestys authority as Royal Auditor.

(<http://img532.imageshack.us/i/64213737.jpg/>)
What are all those levers for?! :o

First thing that catches the eye is color of this so called "tower". You would not believe me, but it is blue! I mean, they are supposed to build a mighty dwarven fortress, not some "Blue Oyster" elven retreat. This should be remedied at first opportunity.

(<http://img687.imageshack.us/i/71296834.jpg/>)
Kids here are somewhat above average.

Labour organization was also somewhat lacking. To my great surprise, instead of extensive stone mining and building, citizens were busy producing thread and cloths. Quite strange, because there were no word about making this site a weaving center in the records.

(<http://img41.imageshack.us/i/90197780.jpg/>)
Almost 300 items of elvencrap! Sometimes enough is enough.

The construction itself is going slowly, only four levels are complete and the fifth is under construction. It seems I will need to work hard to make this outpost an efficient cell of dwarven society.

I will write you later about my progress. As for now, duty calls.

Yours truly, Urist McDwarf

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Urist Imknorris** on April 15, 2010, 07:34:26 pm

Sorry about the blood.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **timferius** on April 15, 2010, 07:48:12 pm

Haha, I had left the cloth making on repeat, just need a few for bandages but was too lazy to open the manger and search for it.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Urist Imknorris** on April 15, 2010, 08:22:02 pm

Quote

First thing that catches the eye is color of this so called "tower". You would not believe me, but it is blue!

Quote from: The Evil Overlord List

29. I will dress in bright and cheery colors, and so throw my enemies into confusion.

This goes for architecture too.

Quote

What are all those levers for?

The southmost lever is connected to the drawbridge, and labeled as such. The rest aren't connected to anything- I needed to clear some space in the furniture stockpile.

Speaking of the furniture stockpile, there's a gold weapon rack in it. Put it in the mayor's room. I was planning to replace the one that tantrumming farmer destroyed, but forgot.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **napancux** on April 15, 2010, 10:26:18 pm

"10th Slate

Today our Gem Setter, Feb Rerrasmorul, was possessed by a vile spirit. He claimed the Jewlers workshop.

13th Slate

New migrants came this morning, a whole twenty of them! Now our settlement have seventy humble souls.

(<http://img180.imageshack.us/i/35800845.jpg/>)

We've struck marble! Praise the miners!

17th Slate

Sixty-nine humble souls.

The mad hermit, Kib Mebzuthakman died of thirst. I hope this will not spoil our new dwarves' first impression of the Skyscrapes.

23rd Slate

It seems that our population will be thinning shortly. Today Likot Atolonol gone insane and succumbed to a berserk rage. Dispatching our military to restrain him.

26th Slate

While our hastily assembled militia were fighting the insane dwarf, timeferious died of thirst somewhere in the wilderness beyond the outer wall.

28th Slate

Likot is struck down. Poor lad, let the stone watch over his lost soul.

2nd Felsite

Strange death happened today. Tobul Adilimush died of thirst. The thing is, he was not one of local mad bunch of idiots, he was a healthy farmer. Murder?

3rd Felsite

At last, Sakzul Delerumstiz has ended his misery. That crazy babbling dwarf was only weakening our resolve. There are talks in the corners. That dwarfs should not build up, that it was all a mistake, that doomed us all. Cowards! Never before our kind was stopped by a few deaths.

5th Felsite

I am beginning to believe, that something is not right here. Another dwarf went insane and is now gone stark raving mad. It was Ilral Dumatid.

6th Felsite

What's happening!? Another dwarf was consumed by hatred. Solon Endoklolok started berserking right in the middle of dining room. Military are on their way.

11th Felsite

Solon is dead, but many are still throwing tantrums. Perhaps it is time to arm militia with battle axes...

14th Felsite

Another day, another insane dwarf. This time it is Likot Logemgubel. He just wonders around and talks about death and blood.

17th Felsite

I do believe now, that spirits of air have some malicious influence upon dwarven minds. Today our cook, Kikrost Delethonol, lost his mind and is running around naked. What a loss. I fear it is not the end.

(<http://img208.imageshack.us/i/54024627.jpg/>)

In Scyscrapes even babies are insane :D

18th Felsite

Another case of bitter melancholy. Soapmaker, Uzol Adilkeskal is the victim. Seems like every dwarf, who spent time here is infected with madness that manifests sooner or later. Perhaps I am already beyond hope either..."

- Fragment from personal log, Archives of Auditoris Rex Dwarfus

Damn, it was only one season, but it seemed like a couple of years in my usual fortress) Everyone throwing tantrums, mayor making a mandate every *freaking week*, mad dorfs dying. Fun times.

5 dead dwarfs already and at least three more will die till the end of the year.

Possessed gem setter just sits inside the workshop and don't even trying to go get the leather he wants, even though I made some. So he is as good as dead.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **Sizik** on April 15, 2010, 11:03:37 pm

Oh god. What have I created?

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **Urist Imiknorris** on April 16, 2010, 07:11:59 am

Quote from: Sizik on April 15, 2010, 11:03:37 pm

Oh god. What have I created?

Blame Giftbusters the Contempt of Fords.

Quote

2nd Felsite

Strange death happened today. Tobul Adilimush died of thirst. The thing is, he was not one of local mad bunch of idiots, he was a healthy farmer. Murder?

He's been in jail, I think.

What's the mayor been mandating? Billon?

EDIT: Yeah, the farmer was the guy who nuked the mayor's weapon rack.

EDIT2: I forgot to mention the FUNNIEST thing about the magma man - He glitched through a wall and into my exploratory mining shaft. The magma sea wasn't exposed until AFTER Giftbuster's rampage.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **JoshBrickstien** on April 16, 2010, 08:39:11 pm

It's decided. If the fort makes it to me before we need to reclaim, I'm devoting massive efforts to making everyone happier. Unless this tantrum spiral is delt with by then. Then I go about building the tower up.... I can hardly wait....

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **Urist Imiknorris** on April 16, 2010, 10:29:16 pm

Spoiler (click to show/hide)

Somewhere beyond the grave, that magma man is laughing.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **napancux** on April 17, 2010, 01:03:32 am

Tantrum spiral mostly dealt with itself :D

Most of them went mad or melancholic, the others were chopped to pieces by my militia.

There's 45 dwarves and it will be more deaths by the end of my turn.

I will post a save and log shortly.

EDIT

Quote

Cerol KibriGOTH is stricken by a melancholy!

I find this coincidence amusing)

EDIT2

Save (<http://dffd.wimibli.com/file.php?id=2133>)

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **napancux** on April 17, 2010, 07:36:37 am

1st Granite 1055

My king,
It has been a year since I arrived to this, I dare say, haunted place. And it is time for me to leave, being assigned to another fortress by Rex Auditoris. Things went not as good and nice as I planned, to say the least. But I managed to save this fortress from utter chaos and destruction.

(<http://img101.imageshack.us/i/26587228.jpg/>)

Several artifacts were made during my presence here. Some were quite interesting..

(<http://img205.imageshack.us/i/94898817.jpg/>)

(<http://img40.imageshack.us/i/14278591.jpg/>)

..other quite lame.

Some sorcerous corruption held the local dwarfs ever since I arrived, driving them to the depth of sorrow or, in some cases, to blind rage. It was only one option – swift and precise execution, so these charmed berserkers were put to axe.

(<http://img46.imageshack.us/i/17325424.jpg/>)

This dwarf got named for murdering dwarves!

As blood poured down this fortress' stairs and as dead bodies filled our burial chamber, this evil spell has lifted and our minds became clear once again. From our seventy brave dwarfs only thirty three remain alive, though some of them are still injured or crippled. A steep price, but with my guidance they will live to see the glory of Skyscrapes.

(<http://img404.imageshack.us/i/101qi.jpg/>)

There were some horrifying screams from our underground mining shafts. Gladly we have sealed off this threat.

With so many dead it is obvious, that the construction never met my initial plans. I have managed only to build two levels of tower. They are made from marble, just to your liking.

I done what I could and I regret nothing. A full report will be sent to you with this letter.

Yours truly, Urist McDwarf

PS There's a possessed dwarf in clothier shop, who wants bones and shells.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **Urist Imiknorris** on April 17, 2010, 08:49:04 am

Sizik,

Quote from: **Urist Imiknorris** on April 15, 2010, 08:27:27 am

And sign me up for another turn.

Please?

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **Sizik** on April 18, 2010, 12:46:00 pm

Uploaded map from end of napancux's turn. Also, if you change the raws, it's nice to notify us.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **napancux** on April 18, 2010, 01:23:20 pm

Quote from: Sizik

Also, if you change the raws, it's nice to notify us.

I uploaded the save with same raws, that were passed to me. What was changed exactly?

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **Sizik** on April 18, 2010, 01:33:53 pm

It's just Mayday's graphics, so it's not too much of a problem.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **napancux** on April 18, 2010, 03:13:52 pm

Yeah, it was in the third year save.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **Mekboy** on April 18, 2010, 07:00:30 pm

Could I join this game too?

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **Sizik** on April 18, 2010, 07:13:01 pm

Quote from: napancux on April 13, 2010, 02:21:00 am

Kobolds so early?

Be sure to make a moat and a retracting bridge, because gobbos must be in their way now)

Also, the only civs listed on embark were humans and elves, so I don't think we'll be getting sieges.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **Urist Imiknorris** on April 18, 2010, 09:26:02 pm

Quote from: Sizik on April 18, 2010, 07:13:01 pm

Quote from: napancux on April 13, 2010, 02:21:00 am

Kobolds so early?

Be sure to make a moat and a retracting bridge, because gobbos must be in their way now)

Also, the only civs listed on embark were humans and elves, so I don't think we'll be getting sieges.

This would have been great if I had known this earlier.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **Sizik** on April 19, 2010, 11:46:46 am

No response from Shintaro Fago, so we're on to OTRaw.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **OTRaw** on April 19, 2010, 02:04:40 pm

Downloading it now :D Wish me luck.

I plan on updating bi-seasonaly.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **timferius** on April 20, 2010, 03:29:28 pm

Quote from: Sizik on April 18, 2010, 12:46:00 pm

Uploaded map from end of napancux's turn. Also, if you change the raws, it's nice to notify us.

That was probably me then. Didn't even cross my mind when I uploaded it.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **OTRaw** on April 21, 2010, 01:31:28 pm

With deepest regrets I must declare that I simply do not have the time to work on this project any more. I apolagise.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **Microcline** on April 21, 2010, 05:16:36 pm

Downloading.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **Microcline** on April 21, 2010, 08:59:35 pm

From the report of 'Microcline' Degeltad

1 Hematite 1055

The road to the tower was made of gold, but as I neared the bridge I noticed that it was streaked with blood. It only got worse when I went inside. A two tile wide puddle led to the central stairs, which went down to the first floor. Apparently, most of the fortress was clustered here on a floor of bare peat, soaked in pools of blood.

Spoiler (click to show/hide)

The population, while no longer tantruming, was severely diminished. I set about cleaning this up and transforming the first two levels into a respectable center of industry. The productivity of the tower increased greatly when a group of migrants with diverse and useful abilities dabbling masons arrived, raising the population from 30 to 50.

We also received a visit from a forgotten legend, the great hairy nematode Oce Cishsor Omsos.

Spoiler (click to show/hide)

Fortunately, previous leaders had the foresight to seal off the caverns.

The only notable death this season was the mason Erith Togaludil, who died from falling while working on a special construction on the seventh floor.

Aban Uzollotol, weaver, was stricken by melancholy after failing a mood.

I should have the renovations of the first floor completed by the end of next season.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **timferius** on April 21, 2010, 09:34:31 pm

Are you ACTUALLY paving the bottom floor? it always kind of amused me to have the dwarfs wallowing in a pile of mud and grass.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **Urist Imiknorris** on April 21, 2010, 10:31:14 pm

Once we raise a military, I would see our underground areas tamed and conquered. There are just way too many trees there for me not to want.

Also? Glass magma pump stack. I may devote my next turn to this.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **Matuin** on April 21, 2010, 11:27:19 pm

Sign me up, if the fortress survives that long! =P

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **napancux** on April 22, 2010, 04:30:13 am

Yay, migrants))

Dwarves are curious creatures, a tall tower, piercing the sky, is more important to them, then rumours about horrible death that awaits them in Skyscrapes.

On the other hand they might be just some dwarvish rejects who were cast out from underground mountain homes.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **Matuin** on April 22, 2010, 04:42:55 am

Quote from: napancux on April 22, 2010, 04:30:13 am

Yay, migrants))

Dwarves are curious creatures, a tall tower, piercing the sky, is more important to them, then rumours about horrible death that awaits them in Skyscrapes.

On the other hand they might be just some dwarvish rejects who were cast out from underground mountain homes.

Every single dwarven fortress is rumored to be filled with Death. They probably just assume it's a work hazard at this point xD

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **Microcline** on April 22, 2010, 03:23:02 pm

1 Limestone 1055

The renovations on the first floor have been completed. I have also begun moving the coffins from a large makeshift mausoleum on the second floor to a large empty marble chamber on the sixth.

As I am now halfway through my term here at Skyscrapes, I feel it is time to reveal the purpose for which I was sent.
Spoiler (click to show/hide)

This generator will produce over 2,500 units of power, turning a pump stack that will bring water and magma to any level of the tower. This will greatly increase efficiency and reduce dependence on the underground.

The pump stack for water is complete, but the stack for magma may not be completed by the end of my term. While we have an abundance of nickel pipes and floodgates and magma-safe mechanisms, we have found no iron deposits, so are unable to make magma-safe screws, of which we will require over thirty.

The human caravan this year bought neither iron nor wood, which is inconvenient, as our woodcutters cannot replenish it at the rate which it is consumed to make waterwheels, screw pumps, and bins to store the stone mugs which one of my predecessors decided to flood our stockpiles with.

Overall, the tower has been quiet and productive this season.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **napancux** on April 22, 2010, 04:10:20 pm

Wai.. waterwheels?

So you're going to make a water reservoir with flow *inside* the tower? Sounds like fun.

Also build hatches over stairs on the first floor, so that we can flood our tower)

Quote

..stone mugs which one of my predecessors decided to flood our stockpiles with.

It was me. Thought I would be using them as trade goods (yeah, we have a lot of cloths, kinda forgot about them), left them on repeat, and then all hell broke loose. I was too busy making coffins after that. :-[

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **Sizik** on April 22, 2010, 04:29:34 pm

Quote from: napancux on April 22, 2010, 04:10:20 pm

Also build hatches over stairs on the first floor, so that we can flood our tower)

There are already hatches on the farm level.

Edit: Oh, do you mean so that we can flood the tower without flooding the outside too?

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Urist Imknorris** on April 22, 2010, 05:43:20 pm

Quote from: Microcline on April 22, 2010, 03:23:02 pm

The pump stack for water is complete, but the stack for magma may not be completed by the end of my term. While we have an abundance of nickel pipes and floodgates and magma-safe mechanisms, we have found no iron deposits, so are unable to make magma-safe screws, of which we will require over thirty.

GLASS. Problem solved.

Specifically, 1 "make charcoal" and "collect sand" job (we have a sand collection zone) for each screw we'll need, then "make enormous green glass corkscrew" until we've got all we need. Glass is magma-safe, and the pumps don't even need to be magma-safe^{Verify}

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Microcline** on April 22, 2010, 09:13:03 pm

1 Granite 1056

The generator is operational, and its initiation caused only a small amount of accidental flooding. No one was harmed, meaning that there has only been one casualty related to the generator and pump stack.

Spoiler (click to show/hide)

There is room in the upper right for three more wheels.

We also received a visit from another uninvited guest.

Spoiler (click to show/hide)

We were able to pull up the bridge as Ala killed a fisherdwarf. Ala then drowned herself while killing a miller.

Spoiler (click to show/hide)

Esrel Ildom "The Queen of Fainting" a diorite door was constructed, and it now sits at the entrance to the dining hall.

We also constructed a well.

Spoiler (click to show/hide)

Ideally, it requires an artifact or extremely valuable bucket and should go from the highest z-level to the underground sea, but that's a goal for later.

Unfortunately, I received a courier from the king with an official notice that I was being removed as head of the project due to my inactivity in adding additional z-levels.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Microcline** on April 22, 2010, 10:32:25 pm

I'm having a bit of trouble with the file depot at the moment, but here's the map:

<http://mkv25.net/dfma/map-8563-skyscrapes>

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Sizik** on April 22, 2010, 11:11:39 pm

You should upload it with the name "Skyscrapers the Tower-Fortress" so it joins up with the other maps in the series.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Microcline** on April 23, 2010, 09:29:24 am

Here is the map and the save file from my turn.

Map:

<http://mkv25.net/dfma/map-8569-skyscrapesthetower-fortress>

Save:

<http://dfffd.wimbl.com/file.php?id=2204>

I also realized this morning why the tower is covered in blood and peat. I didn't produce any soap for them to clean it with.

Also, can I sign up for another turn?

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Sizik** on April 23, 2010, 01:59:56 pm

Note: I inserted vanilla raws into the save and renamed the Mayday raws "rawMayday", so it's easy to switch between if anyone so desires (just rename the folder).

(which will be in the save I upload at the end of my turn.)

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Sizik** on April 23, 2010, 03:02:19 pm

Diary of "Sizik II" Kegethzulban, manager.

19th Granite

A farmer was taken by a fey mood. He's screaming something about body parts, and he's not taking bones, so that must mean he wants shells. What perfect time to start a fishing industry! I, personally, have been getting tired of the same old plump helmets and meat roasts.

I've noticed that our trade depot is relatively cut off from the outside. I traders decide to show up, where will they unload their goods? The tower entrance is being modified to a more modern, "bridge-lock" style, where traders can easily do their business, and we are still safe from invaders!

14th Slate

The moody farmer, Deler Sazircatten, created a very valuable crutch. Perhaps its use will cure the crippled? Only time will tell!

FPS: 100 Duthtish Esar, "The Inferno of Quiescence", a highwood crutch

Weight: 1F

Basic Value: 33600*

This is a highwood crutch. All craftsmanship is of the highest quality. It is encrusted with diorite and melanite and encircled with bands of highwood, willow, turtle shell, chrysocolla and wolf bone. This object is adorned with hanging rings of rock crystal and menaces with spikes of pig tail fiber.

The dwarf was immensely helped by the recent migrant wave that arrived, which included a few talented fisherwarves. Ostath must be watching over us!

The new trade depot is complete, this time constructed out of glorious black bronze. All that's left is to finish the opening mechanism and it'll be complete.

10th Felsite

Tragedy strikes Skyscrapes! Or, at least it could have. Oce Cishor Omsos, the hairy, fire-breathing nematode beast somehow managed to enter the fortress and went on a rampage biting puppies. Puppies! Some creatures have no sense of decency. The militia was sent to fight the beast and won. the only casualty was a mason whose leg got torn off. He is now in the hospital.

Title: Re: Skyscrapes, the Tower-Fortress! (Succession)

Post by: timferius on April 23, 2010, 03:54:34 pm

Aww, you demolished my glorious solid gold trade depot? At least the gold road will forever mark my reign.

Title: Re: Skyscrapes, the Tower-Fortress! (Succession)

Post by: Microcline on April 23, 2010, 05:21:20 pm

I didn't see any fish in the river, so I assumed that they all died due to the heating bug. I bought about 30 units of cave lobster from the caravan, and cleaning those should produce shells. Have you been able to get any fish from the map?

Make sure you close whatever hole Oce got through. We wouldn't want the other one to get in.

I also mourn the loss of our solid gold depot.

Title: Re: Skyscrapes, the Tower-Fortress! (Succession)

Post by: napancux on April 23, 2010, 06:30:31 pm

Quote from: Microcline

I didn't see any fish in the river..

My fishers caught some turtles from pond inside our yard. So yeah, we have turtles.

It is ironic that our golden trade depot survived three or four rebuilds during tantrum spiral, only to be deconstructed without any reason)

Title: Re: Skyscrapes, the Tower-Fortress! (Succession)

Post by: Sizik on April 23, 2010, 08:30:49 pm

Quote from: Microcline on April 23, 2010, 05:21:20 pm

I didn't see any fish in the river, so I assumed that they all died due to the heating bug. I bought about 30 units of cave lobster from the caravan, and cleaning those should produce shells. Have you been able to get any fish from the map?

Catchable fish are vermin, so you wouldn't see them anyway. Also, food bought from caravans now comes pre-prepared, so the only way to get shells now is to fish them.

Re:Depot

I needed to move it, so I wanted to build it out of something rarer than gold.

Title: Re: Skyscrapes, the Tower-Fortress! (Succession)

Post by: Urist Imknorris on April 23, 2010, 08:32:47 pm

Quote from: Sizik on April 23, 2010, 08:30:49 pm

Re:Depot

I needed to move it, so I wanted to build it out of something rarer than gold.

Lemme guess... Platinum?

If not, then use platinum.

Title: Re: Skyscrapes, the Tower-Fortress! (Succession)

Post by: timferius on April 23, 2010, 08:37:37 pm

I think he already said black bronze

Title: Re: Skyscrapes, the Tower-Fortress! (Succession)

Post by: Sizik on April 23, 2010, 08:42:32 pm

BLACK BRONZE!

Title: Re: Skyscrapes, the Tower-Fortress! (Succession)

Post by: Urist Imknorris on April 23, 2010, 08:45:57 pm

Even better. How did I not see that?

Quote from: Sizik on April 23, 2010, 08:42:32 pm

BLACK BRONZE

is awesome.

Title: Re: Skyscrapes, the Tower-Fortress! (Succession)

Post by: timferius on April 23, 2010, 08:57:20 pm

Just for the record. gold = 40 Black bronze = 11

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Urist Imiknorris** on **April 23, 2010, 09:06:40 pm**

Quote from: timferius on April 23, 2010, 08:57:20 pm

Just for the record. gold = 40 Black bronze = 11

Gold = 30, platinum/aluminum = 40. Rose gold = 23, and it looks pretty, too.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **timferius** on **April 23, 2010, 09:13:38 pm**

Right, 30, that's what I meant.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **Sizik** on **April 23, 2010, 10:15:52 pm**

3rd Malachite.

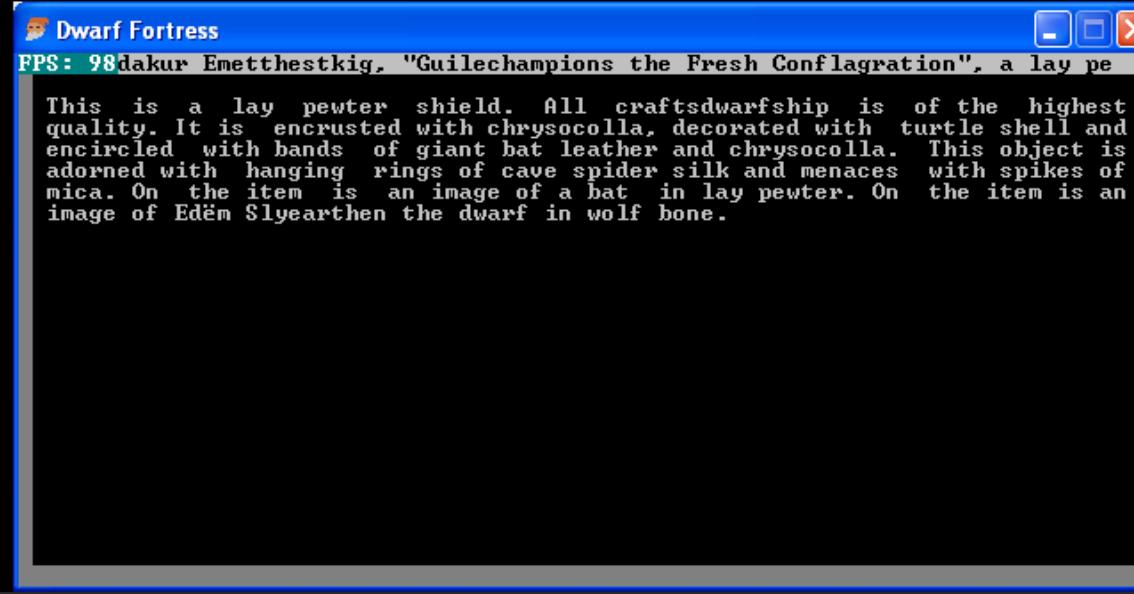
The woodcutter Kel Zeskol was taken by a mood, and made a lay pewter shield.

Spoiler (click to show/hide)

FPS: 40 Ilb&akur Emethestkig, "Guilechampions the Fresh Conflagration", a lay pewter shield

Weight: <1P

Basic Value: 28920*



It has an image of our liaison from the mountainhomes. Hope he likes it!

Oce's corpse was butchered. The products are 364 kg of meat, 26 kg of prepared brain, 13 kg of prepared heart, 80 kg of prepared intestine, 95 kg of fat, and 333 kg of hair.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Urist Imiknorris** on **April 23, 2010, 11:20:51 pm**

What are we going to do with 700 pounds of hair?!

Also, that is a badass shield.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Sizik** on **April 24, 2010, 01:04:57 am**

Quote from: Urist Imiknorris on April 23, 2010, 11:20:51 pm

What are we going to do with 700 pounds of hair?!

Currently, we're going to get it out of the butcher's shop, which is at max clutter.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Urist Imiknorris** on **April 24, 2010, 10:39:39 am**

Quote from: Sizik on April 24, 2010, 01:04:57 am

Quote from: Urist Imiknorris on April 23, 2010, 11:20:51 pm

What are we going to do with 700 pounds of hair?!

Currently, we're going to get it out of the butcher's shop, which is at max clutter.

TO THE REFUSE STOCKPILE!!!

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **Sizik** on **April 24, 2010, 07:37:36 pm**

1st Limestone.

Autumn has arrived, and so have the Human traders! We bought some of their finest drinks and spirits, along with some leather. You can't go wrong with extra leather!

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **Duane** on **April 24, 2010, 08:13:50 pm**

I'd totally do this, but I'm not very used to vanilla DF.

I can try it for a turn, but just count me out in the event I kill everyone horribly. Building upward IS my specialty, though.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **Petr Ga** on **April 25, 2010, 09:41:28 am**

A good job. A lovely view

[Spoiler](#) (click to show/hide)

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Urist Imiknorris on April 25, 2010, 11:36:06 am**

I can see the mayor's room!

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Petr Ga on April 25, 2010, 12:59:46 pm**

there is more to see in stonesense. if it is more or less fun, depends on one's mind
see here - skyscrapes level -6
[Spoiler](#) (click to show/hide)
see gold vein on cursor

so you can now use vein digger tool

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Sizik on April 25, 2010, 03:47:57 pm**

12th Sandstone
Zon Idekèrith, a bowyer, was taken by a mood. Knowing his trade, a bowyer's workshop was quickly constructed and he set out to work.
He made a very nice crossbow.

FPS Ibrukôm Tholtiglerteth, Ashcrushes the Barricaded Tangle, a ashen crossbow

Weight: 41F	Basic Value: 68400*
This is a ashen crossbow. All craftsmanship is of the highest quality. It is encrusted with chrysocolla and melanite, decorated with highwood and encircled with bands of pig tail fiber, turtle shell and chrysocolla. This object menaces with spikes of ash, chrysocolla and gold.	

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **napancux on April 25, 2010, 05:51:07 pm**

Sooooo, is there any luck in, you know, going up? ::)

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Sizik on April 25, 2010, 06:02:15 pm**

Yeah, the next level is currently being worked on.

28th Timber.
The caravan and liaison from the mountainhomes have arrived. We traded them some of our finest gems in return from some of their finest metals, drinks, cheeses, and other assorted things. I personally requested that the broker ask for them to bring some coal next year, as it would help cut down on our wood usage until we get magma pumped into the tower.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Duane on April 25, 2010, 10:01:39 pm**

I hereby proclaim that I'm going to attempt making a solid-gold floor for all of the nobles. Objections?

Edit: Going to play the most recent save to see what I've got to work with.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Urist Imiknorris on April 25, 2010, 11:15:24 pm**

Quote from: Duane on April 25, 2010, 10:01:39 pm

I hereby proclaim that I'm going to attempt making a solid-gold floor for all of the nobles. Objections?

Edit: Going to play the most recent save to see what I've got to work with.

OBJECTION!!!

Use platinum for one room (reserved for king)

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Duane on April 26, 2010, 12:30:51 am**

Quote from: Urist Imiknorris on April 25, 2010, 11:15:24 pm

Quote from: Duane on April 25, 2010, 10:01:39 pm

I hereby proclaim that I'm going to attempt making a solid-gold floor for all of the nobles. Objections?

Edit: Going to play the most recent save to see what I've got to work with.

OBJECTION!!!

Use platinum for one room (reserved for king)

Fffffuuu....

Platinum is so hard to find, And I'd probably end up killing the king by "Accident". >_>

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Petr Ga on April 26, 2010, 01:54:42 am**

do you have by any chance some diary of skyscrapes?

i am considering - if there is a demand - making stonesense screenshots of all levels of skyscrapes

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession:2)**
Post by: **Urist Imiknorris on April 26, 2010, 08:14:25 am**

Quote from: Duane on April 26, 2010, 12:30:51 am

Quote from: Urist Imiknorris on April 25, 2010, 11:15:24 pm

Quote from: Duane on April 25, 2010, 10:01:39 pm

I hereby proclaim that I'm going to attempt making a solid-gold floor for all of the nobles. Objections?

Edit: Going to play the most recent save to see what I've got to work with.

OBJECTION!!!

Use platinum for one room (reserved for king)

Fffffuuu....

Platinum is so hard to find, And I'd probably end up killing the king by "Accident". >_>

We have platinum in the olivine in the caverns. And why kill the king? He maketh no mandates.

Title: Re: Skyscrapes, the Tower-Fortress! (Succession)

Post by: Sizik on April 26, 2010, 10:48:40 pm

1st Granite

What an exiting year it's been. We killed the hairy nematode monster and made soap from his fat, dug a moat, and even added another level to the tower! Hope the next year is as good at this one.

Whew.

Save: <http://dffd.wimibli.com/file.php?id=2245>

Map: <http://www.mkv25.net/dfma/map-8616-skyscrapesthetower-fortress>

Title: Re: Skyscrapes, the Tower-Fortress! (Succession)

Post by: timferius on April 26, 2010, 10:59:55 pm

My lord! it's... OVAL!

Title: Re: Skyscrapes, the Tower-Fortress! (Succession)

Post by: Duane on April 27, 2010, 12:59:17 am

All those trees...

Still standing?

I guess my work is....

8)

Cut out for me.

Quote from: timferius on April 26, 2010, 10:59:55 pm

My lord! it's... OVAL!

This bothered me too. And it must be remedied. I'll remake the lower floors as oval too-
Oh wait, I'm horrible at moving water and someone built a massive system doing just that in the center of the tower.

Title: Re: Skyscrapes, the Tower-Fortress! (Succession)

Post by: Petr Ga on April 27, 2010, 01:24:16 am

Quote from: timferius on April 26, 2010, 10:59:55 pm

My lord! it's... OVAL!

And looks nice!

Spoiler (click to show/hide)

(<http://img297.imageshack.us/i/stonesensey6.png/>)

plus, the gold wall too:

Spoiler (click to show/hide)

(<http://img63.imageshack.us/i/skysccrapesy62.png/>)

Title: Re: Skyscrapes, the Tower-Fortress! (Succession)

Post by: Microcline on April 27, 2010, 12:24:15 pm

I like how the oval looks.

We can avoid dealing with the pump stacks by not removing the 7x7 walls of the pump tower and leaving a 7x7 wall (with a 5x5 interior) on subsequent levels for the pumps to be build in at a later time. The fact that the pump tower is now an internal rather than external structure should make project construction easier.

Also, is that a regulation mechanism attached to the generator?

Title: Re: Skyscrapes, the Tower-Fortress! (Succession)

Post by: Graebeard on April 27, 2010, 12:32:26 pm

Alright, this looks exciting. I should be able to start my turn tonight.

Title: Re: Skyscrapes, the Tower-Fortress! (Succession)

Post by: Sizik on April 27, 2010, 01:39:49 pm

It only looks oval because I exported the map using the 8x10 tileset. It's really a circle.

Title: Re: Skyscrapes, the Tower-Fortress! (Succession)

Post by: timferius on April 27, 2010, 04:53:41 pm

Ahhhhhhhhhhhhh

Title: Re: Skyscrapes, the Tower-Fortress! (Succession)

Post by: Graebeard on April 28, 2010, 05:50:01 pm

OK, so I'm up and running.

Dear lord, it's all blocks. Sigh. Well, my OCD isn't going to let me get away with ruining the scheme so it looks like it's time to mill out a few thousand more blocks.

Title: Re: Skyscrapes, the Tower-Fortress! (Succession)

Post by: Sizik on April 28, 2010, 07:16:01 pm

Quote from: Graebeard on April 28, 2010, 05:50:01 pm

OK, so I'm up and running.

Dear lord, it's all blocks. Sigh. Well, my OCD isn't going to let me get away with ruining the scheme so it looks like it's time to mill out a few thousand more blocks.

Walls made out of stone are called "Rough stone block wall".

Title: Re: Skyscrapes, the Tower-Fortress! (Succession)

Post by: Graebeard on April 28, 2010, 10:23:49 pm

Wow, that's what I get for paying attention. Oh well, I may as well run with it now that I've started.

Also, the water level in the power generator is starting to run low. Does anyone know how I refill it?

Title: Re: Skyscrapes, the Tower-Fortress! (Succession)

Post by: Microcline on April 28, 2010, 10:57:58 pm

Spoiler (click to show/hide)

To refill the generator, pull the lever in the upper right corner. I believe the note on it is "Flood Generator".

Remember to pull the lever again to close the door when you have enough water, as I've already caused minor flooding by forgetting to do so.

Title: Re: Skyscrapes, the Tower-Fortress! (Succession)

Post by: Duane on April 28, 2010, 11:05:19 pm

...Oh dear lord. I don't like the sound of "Minor flooding."

Title: Re: Skyscrapes, the Tower-Fortress! (Succession)

Post by: timferius on April 29, 2010, 12:47:11 am

At least he built it right, so the flooding won't ever prevent getting to the lever, unless that door gets opened...

Title: Re: Skyscrapes, the Tower-Fortress! (Succession)

Post by: Urist Imiknorris on April 29, 2010, 01:34:50 am

Quote from: Microcline on April 28, 2010, 10:57:58 pm

Spoiler (click to show/hide)

To refill the generator, pull the lever in the upper right corner. I believe the note on it is "Flood Generator".

Remember to pull the lever again to close the door when you have enough water, as I've already caused minor flooding by forgetting to do so.

I assume the door is forbidden/pet-impassible? Also, how is it evaporating/flooding/spilling?

Title: Re: Skyscrapes, the Tower-Fortress! (Succession)

Post by: Matuin on April 29, 2010, 02:21:29 am

Quote from: Urist Imiknorris on April 29, 2010, 01:34:50 am

Quote from: Microcline on April 28, 2010, 10:57:58 pm

Spoiler (click to show/hide)

To refill the generator, pull the lever in the upper right corner. I believe the note on it is "Flood Generator".

Remember to pull the lever again to close the door when you have enough water, as I've already caused minor flooding by forgetting to do so.

I assume the door is forbidden/pet-impassible? Also, how is it evaporating/flooding/spilling?

Doors that are connected to levers act like floodgates and are unable to be opened w/o the lever.

Title: Re: Skyscrapes, the Tower-Fortress! (Succession)

Post by: Urist Imiknorris on April 29, 2010, 02:41:42 am

Quote from: Matuin on April 29, 2010, 02:21:29 am

Quote from: Urist Imiknorris on April 29, 2010, 01:34:50 am

Quote from: Microcline on April 28, 2010, 10:57:58 pm

Spoiler (click to show/hide)

To refill the generator, pull the lever in the upper right corner. I believe the note on it is "Flood Generator".

Remember to pull the lever again to close the door when you have enough water, as I've already caused minor flooding by forgetting to do so.

I assume the door is forbidden/pet-impassible? Also, how is it evaporating/flooding/spilling?

Doors that are connected to levers act like floodgates and are unable to be opened w/o the lever.

Sorry, quoted the wrong person.

Quote from: timferius on April 29, 2010, 12:47:11 am

At least he built it right, so the flooding won't ever prevent getting to the lever, unless that door gets opened...

Title: Re: Skyscrapes, the Tower-Fortress! (Succession)

Post by: Matuin on April 29, 2010, 03:19:39 am

Quote from: Urist Imiknorris on April 29, 2010, 02:41:42 am

Quote from: Matuin on April 29, 2010, 02:21:29 am

Quote from: Urist Imiknorris on April 29, 2010, 01:34:50 am

Quote from: Microcline on April 28, 2010, 10:57:58 pm

Spoiler (click to show/hide)

To refill the generator, pull the lever in the upper right corner. I believe the note on it is "Flood Generator".

Remember to pull the lever again to close the door when you have enough water, as I've already caused minor flooding by forgetting to do so.

I assume the door is forbidden/pet-impassible? Also, how is it evaporating/flooding/spilling?

Doors that are connected to levers act like floodgates and are unable to be opened w/o the lever.

Sorry, quoted the wrong person.

Quote from: timferius on April 29, 2010, 12:47:11 am

At least he built it right, so the flooding won't ever prevent getting to the lever, unless that door gets opened...

Makes more sense ^^

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **Petr Ga** on April 29, 2010, 05:06:24 am

what is that water reservoir good for?

i like it and it is inspiration for my fortress but i dont know for what it is

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **huhu** on April 29, 2010, 08:56:01 am

Quote from: Petr Ga on April 29, 2010, 05:06:24 am

what is that water reservoir good for?

Interesting fortress. Water reservoir + tower equals giant waterfall in my thinking. :)

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **timferius** on April 29, 2010, 10:41:35 am

Will water wheels work if they're fully submerged?

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **Sizik** on April 29, 2010, 10:46:03 am

Quote from: Petr Ga on April 29, 2010, 05:06:24 am

what is that water reservoir good for?

It's for power generation.

Quote from: huhu on April 29, 2010, 08:56:01 am

Interesting fortress. Water reservoir + tower equals giant waterfall in my thinking. :)

We do have a moat around the outer wall that is connected to the water source for the pump stack. 8)

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **Graebeard** on April 29, 2010, 11:19:35 am

Alright, that was a fun turn!

Here's the map (<http://www.mkv25.net/dfma/poi-23132-magmaindustry>) with plenty of POI.

Here's the save (<http://dfffd.wimbl.com/file.php?id=2270>).

Journal to follow soon...

Edit, OK, finals got in the way of my properly journaling, but I do have some pictures!

Yay, we've got artifacts!

Olon Shorastidash, Butcher has created Vunshar Totmon, a diorite coffer!

Press Enter to close window

Alright, some loot to stash our loot in! And another mood? Yeah!

Erush Abanegar, Dwarven Child has created Kuletotung Kogan Thazor, a fungiwood cup!

Press Enter to close window

Ah, erm, now... now we booze it up in style! OK, not that useful, but there's more:

Nish Kilrudabsam, Dwarven Child has created Zegarro Nothiskogan, a marble scepter!

Press Enter to close window

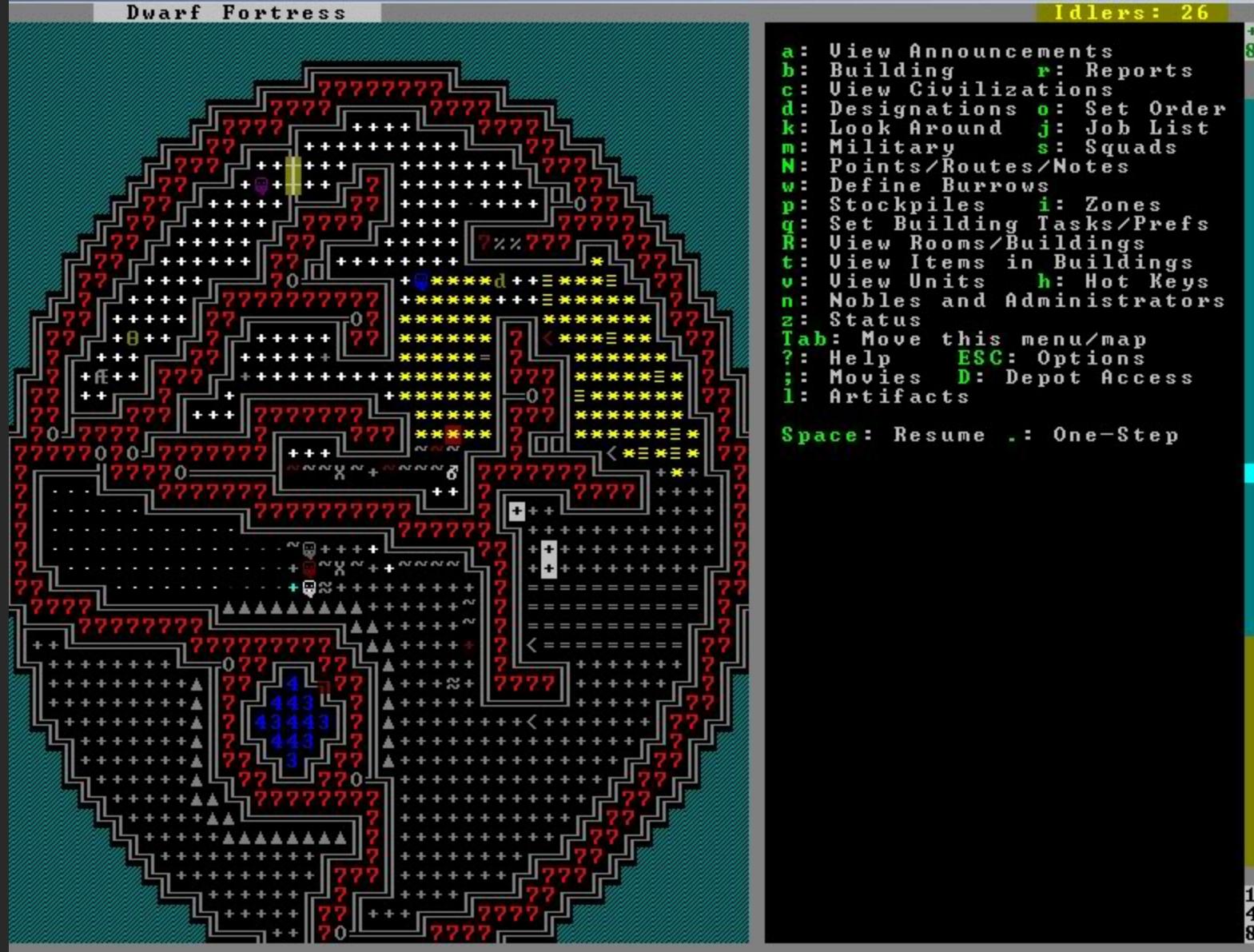
OK. That's useful. We get to pretend to boss people around with this awesome kingly scepter...

Nish Kilrudabsam, Dwarven Child has created Zegarro Nothiskogan, a marble scepter!

Press Enter to close window

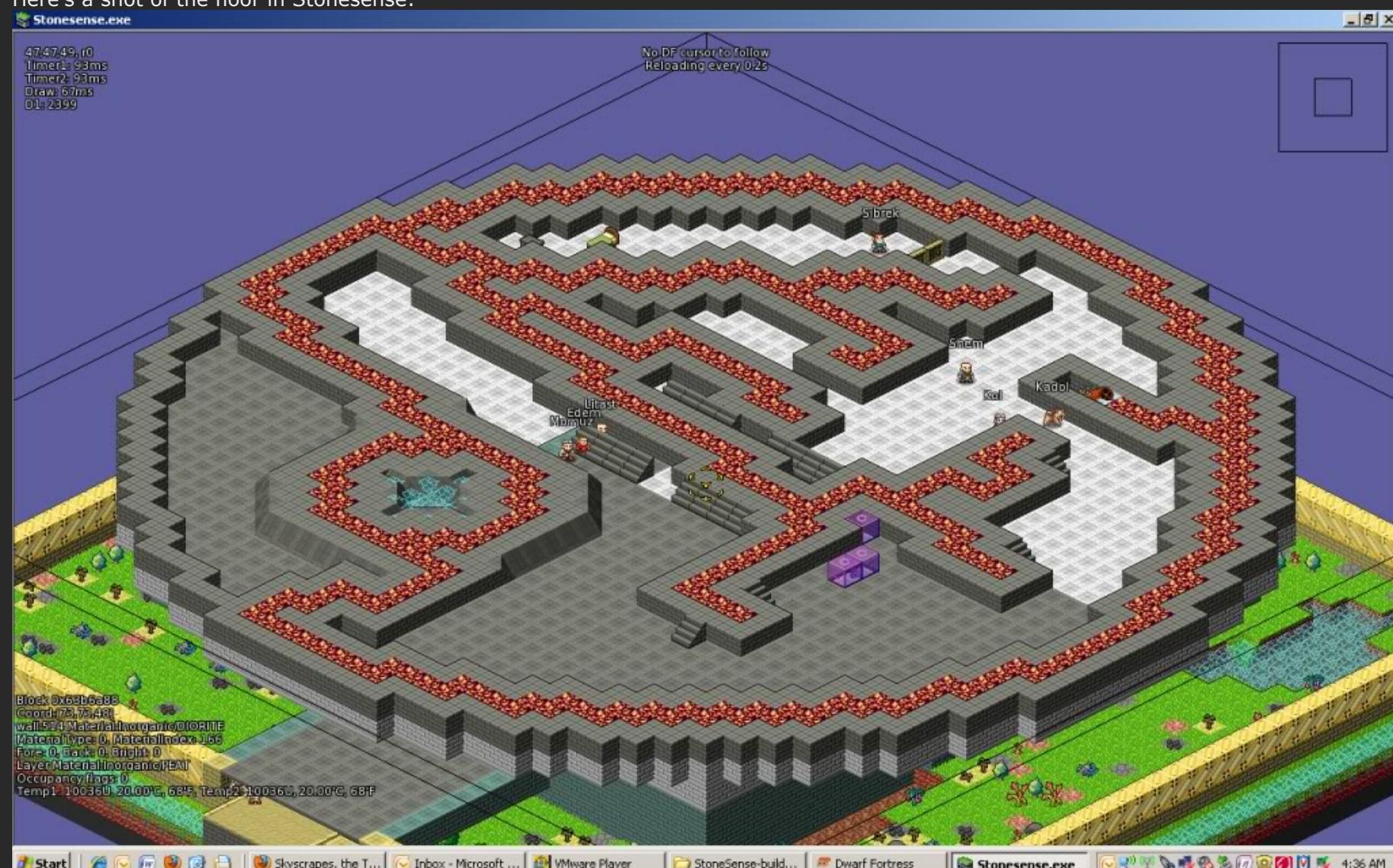
Sigh. So, apparently we're a bunch of spoiled greedy lushes. What should I have expected?

Here are some shots of my work on the tower:



All the walls and floors on this floor were built using blocks. The pool of water is meant to be a completely awesome non-functional hot tub heated by the magma flowing through its walls.

Here's a shot of the floor in Stonesense:



Yay magma!

Title: Re: Skyscrapes, the Tower-Fortress! (Succession)

Post by: Duane on April 29, 2010, 12:10:14 pm

Quote from: Graebeard on April 29, 2010, 11:19:35 am

Alright, that was a fun turn!

Here's the map (<http://www.mkv25.net/dfma/poi-23132-magmaindustry>) with plenty of POI.

Here's the save (<http://dfffd.wimbl.com/file.php?id=2270>).

Journal to follow soon...

Dear god, the magma. ;_;

Title: Re: Skyscrapes, the Tower-Fortress! (Succession)

Post by: Microcline on April 29, 2010, 12:36:39 pm

Your forge floor is a work of art. I'm glad someone was able to get magma up so early. Bonus points for building the pump stack straight through the caverns.

I was planning on sealing off the first floor, flooding it and using the second floor as a general ore/glass/gem/wood processing facility with

quick resource access. I can see that you've removed the nickel floodgate that would have allowed the first floor to be flooded.

The only issue that I see with the magmaworks is that it looks like we'll need to move the water pump stack slightly to the left to continue higher and build obsidian casting/harvesting floors.

But overall I'm amazed.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **Matuin** on April 29, 2010, 01:14:51 pm

That magma industry is way further above ground than I would like normally. I can see a LOT of Fun going into this... =P

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **Sizik** on April 29, 2010, 01:36:11 pm

Quote

The bridge system for the main entrance needed to be fixed, so I built this side entrance for access during repair.

Fixed how?

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **Graebeard** on April 29, 2010, 01:48:45 pm

Quote from: Microcline on April 29, 2010, 12:36:39 pm

Your forge floor is a work of art.

Thanks! It was a lot of fun to put together.

Quote from: Microcline on April 29, 2010, 12:36:39 pm

I can see that you've removed the nickel floodgate that would have allowed the first floor to be flooded.

I saw the lever, but couldn't find the floodgate for the longest time. Flipping the switch didn't do anything. Finally I noticed a hole in the pump stack wall and saw that the floodgate was stuck open with peat, blood, and other filth. I decided to just play it safe and wall it up. The thought of flooding the first floor with magma never crossed my mind, but now I can see how it was set up to be totally awesome. I'd have tried to execute your set up if I had another shot at it.

I think the next player could still do it, if they didn't mind having a casualty. If you killed the power to the magma stack and deconstructed that wall, you could totally still do it. Make sure it's some useless kid doing the dirty work and you come out with a magma lake and slightly less lag.

Quote from: Matuin on April 29, 2010, 01:14:51 pm

That magma industry is way further above ground than I would like normally. I can see a LOT of Fun going into this... =P

I'm hoping this fort keeps going long enough that the magma works ends up in the middle of the tower. There's still a lot more room to expand upward.

Quote from: Sizik on April 29, 2010, 01:36:11 pm

Quote

The bridge system for the main entrance needed to be fixed, so I built this side entrance for access during repair.

Fixed how?

It may have been something I was doing wrong, but neither the large main bridge nor the thin side bridge were flipping when I hit their switches. I decided to deconstruct and reconstruct the large main one, and I eliminated the thin side one. I figured there wouldn't be a lot of times we'd want to keep wagons out and let invaders in.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **Urist Imiknorris** on April 29, 2010, 04:09:53 pm

For the main one, were you flipping the lever labeled "Main Entrance Control" or somesuch? Because it worked when I set it up.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **Microcline** on April 29, 2010, 04:18:33 pm

Quote from: Graebeard

I saw the lever, but couldn't find the floodgate for the longest time. Flipping the switch didn't do anything. Finally I noticed a hole in the pump stack wall and saw that the floodgate was stuck open with peat, blood, and other filth. I decided to just play it safe and wall it up. The thought of flooding the first floor with magma never crossed my mind, but now I can see how it was set up to be totally awesome. I'd have tried to execute your set up if I had another shot at it.

I think the next player could still do it, if they didn't mind having a casualty. If you killed the power to the magma stack and deconstructed that wall, you could totally still do it. Make sure it's some useless kid doing the dirty work and you come out with a magma lake and slightly less lag.

Both pump stacks were designed to be capable of being dried. On the generator floor are four levers. Two control the power to the pump stack, and can be pulled if the generator is failing and needs to cut down on power usage, and two control the flow.

The two that control flow work by closing floor hatches on the first floor. If one is pulled, any additional fluid use will drain the first floor.

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Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Urist Imiknorris** on April 29, 2010, 04:20:47 pm

This fort just feels right somehow.

The magma level is beautiful.

Is the room south of the dining room still being used exclusively for boozahol?

I love the workshop area.

The bottom of the pump stack brings back so many WTF memories. Most notably "WTF?!?!? A magma man?! How did that get there? I was just about to breach the magma sea! He came early!" (NO "that's what she said" jokes, please)

And that side bridge will be the death of us all.

All in all, I rate this turn a 13/15. No post-worthy chaos, tantrum spirals, or megabeasts, but otherwise perfect.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Microcline** on April 29, 2010, 05:02:36 pm

It the pool of water in the magmaworks for using the "water covering" bug to melt creatures?

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Sizik** on April 29, 2010, 06:48:35 pm

Quote from: Urist Imiknorris on April 29, 2010, 04:09:53 pm

For the main one, were you flipping the lever labeled "Main Entrance Control" or somesuch? Because it worked when I set it up.

I deconstructed that lever along with the bridge when I relocated the trade depot. It was replaced with a (pitchblende!) lever connected to a some gear assemblies which operated a pair of pumps of the level above the reservoir which pumped water onto/off of a pair of pressure plates which each controlled one of the new entrance bridged. This was set up so only one bridge would be open at a time, allowing traders access to the depot while keeping the fort safe from intruders.

The other (orthoclase!) lever should've worked, though, as it was connected directly to the side bridge.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Urist Imiknorris** on April 29, 2010, 09:34:15 pm

Quote from: Sizik on April 29, 2010, 06:48:35 pm

This was set up so only one bridge would be open at a time, allowing traders access to the depot while keeping the fort safe from intruders.

I thought you said the goblins were extinct?

Quote from: Sizik on April 18, 2010, 07:13:01 pm

Quote from: napancux on April 13, 2010, 02:21:00 am

Kobolds so early?

Be sure to make a moat and a retracting bridge, because gobbos must be in their way now)

Also, the only civs listed on embark were humans and elves, so I don't think we'll be getting sieges.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Graebeard** on April 29, 2010, 10:06:17 pm

Quote from: Urist Imiknorris on April 29, 2010, 04:09:53 pm

For the main one, were you flipping the lever labeled "Main Entrance Control" or somesuch? Because it worked when I set it up.

No, I was flipping the one labeled "bridge lock." Sounds like the one Sizik set up. I tried it a bunch of times before I redid everything.

Quote from: Microcline on April 29, 2010, 04:18:33 pm

The only issue I can see is designing a new path to the outside to collect sand.

The second level below ground is all yellow sand, so no worries there.

Quote from: Microcline on April 29, 2010, 05:02:36 pm

It the pool of water in the magmaworks for using the "water covering" bug to melt creatures?

I didn't have any functionality in mind when I designed it. I just wanted something that would lend itself to a cool story and be visually pleasing. I think I may have stolen the idea of a hot tub from one or other of the forts I've run across.

If the water covering bug does affect creatures in the hot tub, then I think someone should designate a pit in the level above it and have some fun...

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Sizik** on April 30, 2010, 12:01:13 am

Quote from: Graebeard on April 29, 2010, 10:06:17 pm

Quote from: Urist Imiknorris on April 29, 2010, 04:09:53 pm

For the main one, were you flipping the lever labeled "Main Entrance Control" or somesuch? Because it worked when I set it up.

No, I was flipping the one labeled "bridge lock." Sounds like the one Sizik set up. I tried it a bunch of times before I redid everything.

How long did you wait between lever pulls? And was the power generator empty?

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Graebeard** on April 30, 2010, 09:03:03 am

Quote from: Sizik on April 30, 2010, 12:01:13 am

Quote from: Graebeard on April 29, 2010, 10:06:17 pm

Quote from: Urist Imiknorris on April 29, 2010, 04:09:53 pm

For the main one, were you flipping the lever labeled "Main Entrance Control" or somesuch? Because it worked when I set it up.

No, I was flipping the one labeled "bridge lock." Sounds like the one Sizik set up. I tried it a bunch of times before I redid everything.

How long did you wait between lever pulls? And was the power generator empty?

The power supply was running fine (there was over 2k power to the water pump stack), and I don't remember exactly how long I waited, but I think it was several days.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **JoshBrickstien** on **May 01, 2010, 06:27:26 pm**

Is it alright If I take turn 20?
I can't Wait for my turn.
My plans involve windmills, water, pumps, gears, and axles.
Also, I'll start trying to whip our military into shape. Every soldier will get a war dog, If I get my way!
Also, I'll take some worthless camels, and have them explore all of the caves. all of them.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **IronVanguard** on **May 01, 2010, 07:01:26 pm**

And I'd like the turn after that, if I can.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Sizik** on **May 01, 2010, 07:29:53 pm**

Quote from: **JoshBrickstien** on **May 01, 2010, 06:27:26 pm**

Is it alright If I take turn 20?
I can't Wait for my turn.
My plans involve windmills, water, pumps, gears, and axles.
Also, I'll start trying to whip our military into shape. Every soldier will get a war dog, If I get my way!
Also, I'll take some worthless camels, and have them explore all of the caves. all of them.

You're already in line. Also, I skipped ShadowRHK, it's your turn now.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Sizik** on **May 02, 2010, 02:29:54 pm**

Unless, by
Quote from: **JoshBrickstien** on **May 01, 2010, 06:27:26 pm**
Is it alright If I take turn 20?
you mean you want to skip your turn and go later.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **JoshBrickstien** on **May 02, 2010, 05:08:19 pm**

Alright. I'll start when I get back later tonight.

I mean set up another turn. ::)

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Sizik** on **May 02, 2010, 05:35:56 pm**

Quote from: **JoshBrickstien** on **May 02, 2010, 05:08:19 pm**
Alright. I'll start when I get back later tonight.
I mean set up another turn. ::)

You get that after you finish your current one.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **JoshBrickstien** on **May 02, 2010, 10:04:37 pm**

Call me stupid, but I can't find the save. I downloaded it, but the file just isn't there! I've never loaded another person's save before...

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Matuin** on **May 02, 2010, 10:18:56 pm**

Quote from: **JoshBrickstien** on **May 02, 2010, 10:04:37 pm**
Call me stupid, but I can't find the save. I downloaded it, but the file just isn't there! I've never loaded another person's save before...

You're stupid.

Nah, I keed.

It will have downloaded to wherever your default download folder is (For Windows XP, that is in the documents > downloads folder) You have to move it into your save folder. (Dwarf Fortress\data\save, move the entire downloaded folder into the save folder.)

Alternatively, if the save (I haven't dled the save to see what it looks like) is the entire game folder, just open the folder (Again, in whatever default downloads folder you have) and start the .exe file. That will run a copy of the game (You cant access your own personal saves unless you move/copy the saves from your normal DF folder into the downloaded one) with the downloaded save.

Any other questions?

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Sizik** on **May 02, 2010, 10:58:33 pm**

Make sure it's in <DF folder>/data/save, and that it's not inside another folder (i.e. data/save/Skyscrapes should have various files in it along with the two raw folders).

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Ultimate Carl** on **May 02, 2010, 11:35:40 pm**

Can I get a spot in here? Bugs keep frustrating me and keeping me from running one of my own forts for longer than two years...

But now helping out with something this awesome for only one year? I could manage that!

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Urist Imiknorris** on **May 03, 2010, 01:47:00 am**

Ultimate Carl, about your avatar...

Why?

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Ultimate Carl** on **May 03, 2010, 12:48:00 pm**

Quote from: Urist Imiknorris on May 03, 2010, 01:47:00 am

Why?

Why not? Commander Keen is awesome, and that's an actual easter egg from Keen 4. :P

I think it fits DF well, especially now that we have Ass Demons!

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **JoshBrickstien** on **May 03, 2010, 04:30:22 pm**

Granite, 1058

I just got selected as the new ruler of SkyScrapes! I'm deeply honored! I traveled in, and discovered a sight... I did not expect. Sure, everyone knows that it's a giant tower, a dwarven arcology, they say. But they never talked about THIS. Oh the blood, the horrors! I walked up the mighty Golden Road, and find Corpses. Everywhere! Blood and corpses, everywhere! I'll never get to sleep again! The nightmares! I would tell them to clean up, but all of the soap in the world couldn't clean this. I then crossed into the tower. Cows. Bulls. Donkeys. Horses. EVERYWHERE. I immediately ordered them all caged. (It was murdering my FPS) On further thought, I'll likely butcher all non-milkable animals. Which is not many. I think I'll turn levels 10&11 into a cow, horse, and donkey breeding facility. After all, I have 11 months left. I'm also constructing the walls of the magma forges. Truly an engineering marvel. I have ordered myself a grand bedroom, heated by its proximity to the magma forges. Now, I've ordered forensics to study the blood. It's blood of at least 5 species, and 14 different dwarves. Horror. The butcher is running overtime, trying to butcher the animals, but they are reproducing faster than he can kill them. Alas. There are 83 now. We'll see what it is in Obsidian... Now, I'm going to keep working. See you in Slate, Journal.

In a side note, anyone know where "StirredChills" The Native gold Mechanism is? I'm trying to make a legendary golden well... It's the final piece. but It seems it's been used...

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Urist Imiknorris** on **May 03, 2010, 05:08:53 pm**

Quote from: JoshBrickstien on May 03, 2010, 04:30:22 pm

In a side note, anyone know where "StirredChills" The Native gold Mechanism is? I'm trying to make a legendary golden well... It's the final piece. but It seems it's been used...

Check the stocks screen.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Microcline** on **May 03, 2010, 05:44:59 pm**

Quote from: JoshBrickstein

In a side note, anyone know where "StirredChills" The Native gold Mechanism is? I'm trying to make a legendary golden well... It's the final piece. but It seems it's been used...

There's a well on the eighth level (the one below the magma level). I believe that it contains an artifact rope and an artifact mechanism.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Petr Ga** on **May 04, 2010, 01:00:36 am**

Quote from: Microcline on May 03, 2010, 05:44:59 pm

Quote from: JoshBrickstein

In a side note, anyone know where "StirredChills" The Native gold Mechanism is? I'm trying to make a legendary golden well... It's the final piece. but It seems it's been used...

There's a well on the eighth level (the one below the magma level). I believe that it contains an artifact rope and an artifact mechanism.

i believe there is artifact menu - 'I' - that has list of artifacts with zoom

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **timferius** on **May 04, 2010, 07:38:32 pm**

Hey, just a heads up, my life's getting a bit hectic right now, so it's probably best to just move me off the list, and if things calm down before this is done, I'll ask to get put back on the end.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Sizik** on **May 04, 2010, 08:31:54 pm**

I wish I had embarked above the HFS, to make up for the absence of goblins.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Urist Imiknorris** on **May 04, 2010, 08:43:58 pm**

Quote from: Sizik on May 04, 2010, 08:31:54 pm

I wish I had embarked above the HFS, to make up for the absence of goblins.

We have HFS, don't worry. HFS is guaranteed in a 3x3, and is almost guaranteed in a 2x2.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Sizik** on **May 04, 2010, 08:47:00 pm**

Quote from: Urist Imiknorris on May 04, 2010, 08:43:58 pm

Quote from: Sizik on May 04, 2010, 08:31:54 pm

I wish I had embarked above the HFS, to make up for the absence of goblins.

I mean the *other* HFS.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Urist Imiknorris** on **May 04, 2010, 08:51:32 pm**

Ah, the
Spoiler (click to show/hide)
<redacted>

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Duane** on **May 04, 2010, 08:53:51 pm**

With my turn quickly approaching, I'd like to believe I won't be the one to kill everyone.
I mean, the last fortress I actually lost because of a tantrum spiral caused by a cat adopting a dwarf mid-fall-to-its-caverny-death.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Urist Imiknorris** on **May 04, 2010, 09:35:58 pm**

Quote from: Duane on May 04, 2010, 08:53:51 pm

With my turn quickly approaching, I'd like to believe I won't be the one to kill everyone.
I mean, the last fortress I actually lost because of a tantrum spiral caused by a cat adopting a dwarf mid-fall-to-its-caverny-death.

Just don't kill any cats. The fort came close enough to death in turns 3 and 4.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **JoshBrickstien** on **May 04, 2010, 11:38:48 pm**

Quote from: Urist Imiknorris on May 04, 2010, 09:35:58 pm

Quote from: Duane on May 04, 2010, 08:53:51 pm

With my turn quickly approaching, I'd like to believe I won't be the one to kill everyone.
I mean, the last fortress I actually lost because of a tantrum spiral caused by a cat adopting a dwarf mid-fall-to-its-caverny-death.

Just don't kill any cats. The fort came close enough to death in turns 3 and 4.

Actually, we only have one cat.

I'm considering killing it... what do you guys think? I'll make sure the owner is ecstatic first.

Early Summer, 1058

Not much has changed since last time, journal. Progress on my grand tomb proceed well. though, It has claimed a life, and injured another. one "Urist Atiasdatan (Urist[Dagger] StakeIron in the human tongue)" fell to her death beneath my tomb. She had only two friends, and neither seem very sad. It's her own fault. She demolished the stairs under my tomb. Above a drop to the ground. That she was standing on. Wait, no, Urist was the one who demolished the upward stairs. The other dwarf demolished the ones they were on. She escaped with only three broken bones. Fortunate for a 6 level drop... None the less, the construction on my tomb is nearing completion, the mechanics now must only link up all of the levers and doors. A quite stupid dwarf, a Peasant, has volunteered to pull the lever. He will die. Too bad. After my interment to my tomb, the lever must be pulled. I only hope his eventual death won't cause the fortress's fall to tantrums. In other, unimportant news....

A forgotten beast has appeared in the caverns. I'm not worried, as it can't fly, and has no entrances to the fort from it's location. I'll let some other poor dwarf deal with him. Strangely, the elves did not arrive this spring. odd. I shal engrave instructions into my tomb so that my replacements can deal with my death. Should my golden Sarcofagus survive the fall, with my inside and intact, I should have it place in my present bedroom near the magma forges. Until later, journal.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **heyguys** on **May 05, 2010, 05:44:45 am**

Sign me up for the list to take a turn please. Also please rename any presently non-wounded, non-taken full-time military dwarf "HeyGuys". Should we not have a military then one of the tower building Masons/whoever.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **AzureShadow** on **May 05, 2010, 05:49:30 am**

Are you guys still taking apps? If so, sign me up. This looks like crazy fun. :D

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Duane** on **May 05, 2010, 10:17:09 am**

Skyscrapes have any military? I'm making a list of, and I quote, "Crap I have to do."

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Sizik** on **May 05, 2010, 10:40:26 am**

Quote from: JoshBrickstien on May 04, 2010, 11:38:48 pm

Strangely, the elves did not arrive this spring. odd.

The last elf civ died out in 428, due to a cyclops. There are few goblins left, now part of the dwarf civ that took over the only dark fortress.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **JoshBrickstien** on **May 05, 2010, 11:48:44 am**

Quote from: Sizik on May 05, 2010, 10:40:26 am

Quote from: JoshBrickstien on May 04, 2010, 11:38:48 pm

Strangely, the elves did not arrive this spring. odd.

The last elf civ died out in 428, due to a cyclops. There are few goblins left, now part of the dwarf civ that took over the only dark fortress.

What about the human civ?

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Urist Imiknorris** on May 05, 2010, 12:17:47 pm

Skip me. I'm at my aunt's until Saturday, and their computer is shit. 15 fps on embark in 40d. Throw me back on the end of the list.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Sizik** on May 05, 2010, 12:24:19 pm

Quote from: [JoshBrickstien](#) on May 05, 2010, 11:48:44 am

Quote from: [Sizik](#) on May 05, 2010, 10:40:26 am

Quote from: [JoshBrickstien](#) on May 04, 2010, 11:38:48 pm

Strangely, the elves did not arrive this spring. odd.

The last elf civ died out in 428, due to a cyclops. There are few goblins left, now part of the dwarf civ that took over the only dark fortress.

What about the human civ?

They're still around.

Quote from: [Urist Imiknorris](#) on May 05, 2010, 12:17:47 pm

Skip me. I'm at my aunt's until Saturday, and their computer is shit. 15 fps on embark in 40d. Throw me back on the end of the list.

You could postpone your turn until after Japa.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **JoshBrickstien** on May 05, 2010, 12:33:25 pm

We seem to have a problem. The nobel screen seems to have broken, and as such, I can't get any real control over the military. It won't let me make anyone Militia Commanders, so our only squad is controlled by a corpse. Any tips?

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Urist Imiknorris** on May 05, 2010, 12:43:52 pm

Quote from: [Sizik](#) on May 05, 2010, 12:24:19 pm

Quote from: [Urist Imiknorris](#) on May 05, 2010, 12:17:47 pm

Skip me. I'm at my aunt's until Saturday, and their computer is shit. 15 fps on embark in 40d. Throw me back on the end of the list.

You could postpone your turn until after Japa.

Nah. I want some chaos.

Quote from: [JoshBrickstien](#) on May 05, 2010, 12:33:25 pm

We seem to have a problem. The nobel screen seems to have broken, and as such, I can't get any real control over the military. It won't let me make anyone Militia Commanders, so our only squad is controlled by a corpse. Any tips?

Disband the squad?

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **JoshBrickstien** on May 05, 2010, 01:19:13 pm

Whoops, I'm stupid. Problem solved.

We now have a recruit, An axedwarf, and a Macedwarf.

I also set them to carry tree food, and three of any drink with them, and for them to guard the main bridge, one at a time. That should solve the problem of them always starving...

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **JoshBrickstien** on May 06, 2010, 06:03:29 pm

Early Autumn, 1058

Another of those blasted moods today. The dwarf appears to be some sort of narcissist, or something, as his golden greaves he made, are named after himself. I have the men busy building a barracks for the militia, I'm making sure there is enough room for the guard, the militia, and the Rangers. The rangers will have a room on the third floor of the barracks. The Gaurd gets the second floor. The militia gets the ground floor. Under the barracks, will be located Weapon and armor storage. On the fourth floor, will be bolt an crossbow storage. Until winter, journal.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Sizik** on May 07, 2010, 12:04:45 am

Pewter shield, gold greaves... we're on our way to a full armor set!

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Urist Imiknorris** on May 07, 2010, 12:10:36 am

Adamantine breastplate
Steel mail shirt
Gold greaves
Iron left gauntlet
Bronze right gauntlet
Bismuth Bronze high boot
Black Bronze low boot
Platinum war hammer
Pewter shield

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **JoshBrickstien** on May 07, 2010, 02:05:07 am

26th Sandstone, 1058

Another blasted Beast appeared in the caverns. Unfortunately, this one flies, and shoots poison gasses. Or so they say. How they know, I

have no idea. I hope the next admin can get the militia together and destroy these two. (Note: I suggest war dogs. Lots. and cats/cows/etc. to distract them. oh, and marksdwaves.)

Title: Re: Skyscrapes, the Tower-Fortress! (Succession)

Post by: **AzureShadow** on May 07, 2010, 05:50:06 am

Quote from: [JoshBrickstien](#) on May 07, 2010, 02:05:07 am

26th Sandstone, 1058

Another blasted Beast appeared in the caverns. Unfortunately, this one flies, and shoots poison gasses. Or so they say. How they know, I have no idea. I hope the next admin can get the militia together and destroy these two. (Note: I suggest war dogs. Lots. and cats/cows/etc. to distract them. oh, and marksdwaves.)

Forgotten beasts? Fun...

Title: Re: Skyscrapes, the Tower-Fortress! (Succession)

Post by: **Graebeard** on May 08, 2010, 03:58:23 pm

OK, guys. I apologize for slacking on my journal duties for my turn. I went and added a few pictures to my prior post (<http://www.bay12forums.com.smf/index.php?topic=53814.msg1208293#msg1208293>) showing the progress on the tower.

Title: Re: Skyscrapes, the Tower-Fortress! (Succession)

Post by: **JoshBrickstien** on May 08, 2010, 04:21:36 pm

1st Moonstone, 1058

Winter is upon you

In the late fall, I opened a logging operation in the topmost cavern level. Things are going well, and the troglodytes have only been sighted twice. I wonder what we can do with Troglodytes in ☺Gold Cages☺ hm..

One of them chased GraeBeard across the cavern, until it lost interest, and chased the herbalist. Into the fortress. Over the traps. My term is ending soon, alas. I hope the next leader shows great respect to our fortress. On a bright note, we have only had one death this year. Urist, the idiot mason.

Soon, we fear the troglodyte army we've detected will march on us. Alas.

Title: Re: Skyscrapes, the Tower-Fortress! (Succession)

Post by: **napancux** on May 09, 2010, 06:47:01 am

How's the tower building going? Any z-levels added this turn?

Title: Re: Skyscrapes, the Tower-Fortress! (Succession)

Post by: **JoshBrickstien** on May 10, 2010, 04:48:27 pm

Not really, ran out of marble blocks halfway through. Though the magma forge level is slightly more finished... I should be done by tomorrow, hopefully. What do I need to upload, how, ect.

Title: Re: Skyscrapes, the Tower-Fortress! (Succession)

Post by: **Urist Imiknorris** on May 10, 2010, 05:53:49 pm

I'm back home, with my good computer, and I will be able to take my turn.

Title: Re: Skyscrapes, the Tower-Fortress! (Succession)

Post by: **Graebeard** on May 10, 2010, 07:19:09 pm

Quote from: [JoshBrickstien](#) on May 10, 2010, 04:48:27 pm

Not really, ran out of marble blocks halfway through. Though the magma forge level is slightly more finished... I should be done by tomorrow, hopefully. What do I need to upload, how, ect.

You'll need to upload a save to DDFD (<http://dffd.wimbli.com/index.php>). Be sure to zip the save folder before you upload it.

It's also cool if you can upload a map. Go to DFMA (<http://www.mkv25.net/dfma/poi-23132-magmaindustry>) and click on the + Add a new map (<http://www.mkv25.net/dfma/addmap.php?fortressName=Skyscrapes+the+Tower-Fortress&author=Graebeard>) link on the right about halfway down. Instructions for uploading maps is here (<http://www.mkv25.net/dfma/index.php>). Add some points of interest for extra win.

Title: Re: Skyscrapes, the Tower-Fortress! (Succession)

Post by: **JoshBrickstien** on May 11, 2010, 02:00:38 pm

Alright, my year is over. but, How do I take the BMP image? what key is it?

Title: Re: Skyscrapes, the Tower-Fortress! (Succession)

Post by: **Urist Imiknorris** on May 11, 2010, 02:02:47 pm

esc -> export local image. Select all the z-levels between the top of the tower and the magma sea, hit e.

Title: Re: Skyscrapes, the Tower-Fortress! (Succession)

Post by: **JoshBrickstien** on May 12, 2010, 12:40:10 am

It is finished!

Map:

<http://www.mkv25.net/dfma/map-8744-skyscrapesthetowerfortress> (<http://www.mkv25.net/dfma/map-8744-skyscrapesthetowerfortress>)

Save:

<http://dffd.wimbli.com/file.php?id=2332> (<http://dffd.wimbli.com/file.php?id=2332>)

ZStocks:						
Dwarf Fortress						
Town Anrizigath Urdingeshud. "Skyscrapes the 1st Granite, 1059, Early Spring"						
Animals	Kitchen	Stone	Stocks	Health	Justice	
Created Wealth: 2211406*	Population: 108					
Weapons: 74177*	Miners 0 8	Axe Dwarves 0 1				
Armor and Garb: 245087*	Woodworkers 0 4	Axe Lords 0 None				
Furniture: 139507*	Stoneworkers 0 11	Swordsdwarves 0 None				
Other Objects: 816060*	Rangers 0 2	Swordmasters 0 None				
Architecture: 507556*	Metalsmiths 0 14	Macedonians 0 1				
Displayed: 428062*	Jewelers 0 2	Mace Lords 0 None				
Held/Worn: 1957*	Craftsdwarves 0 6	Hammerdwarves 0 None				
Imported Wealth: 101985*	Nobles/Admins 0 8	Hammer Lords 0 None				
Exported Wealth: 37348*	Peasants 0 4	Speardwarves 0 None				
Food Stores: 5340	Dwarven Children 0 13	Spearmasters 0 None				
Meat 788	Fishery Workers 0 8	Marksdwarves 0 None				
Seeds 605	Farmers 0 20	Elite Crossbowmen 0 None				
Dink 943	Engineers 0 5	Wrestlers 0 None				
Plant 1402	Trained Animals A None	Elite Wrestlers 0 None				
Other 1602	Other Animals A 65	Recruit/Others 0 1				

Title: Re: Skyscrapes, the Tower-Fortress! (Succession)

Post by: AzureShadow on May 12, 2010, 05:35:15 am

2.2 million created wealth? Nice stuff.

Title: Re: Skyscrapes, the Tower-Fortress! (Succession)

Post by: Urist Imiknorris on May 12, 2010, 06:53:33 am

Unless timferius unskips, I will take up the banner of Skyscrapes this afternoon.

Title: Re: Skyscrapes, the Tower-Fortress! (Succession)

Post by: Matuin on May 12, 2010, 11:25:14 am

This fortress is WAY too successful. We need some sieges or forgotten beasts or something.

Title: Re: Skyscrapes, the Tower-Fortress! (Succession)

Post by: Urist Imiknorris on May 12, 2010, 11:48:02 am

Quote from: Matuin on May 12, 2010, 11:25:14 am

This fortress is WAY too successful. We need some sieges or forgotten beasts or something.

No gobbos, so I'll see what I can do about megabeasts. I WON'T be opening the HFS, that didn't go so well last time. (<http://www.bay12forums.com/smf/index.php?topic=55364.msg1235958#msg1235958>) EDIT: we have two now, and two more dead.

(I claimed the ONLY baby in the fort)

Diary of "Urist the Red," Baron of the Tower, 1st Granite 1059

This journal shall be written down at the first opportunity. I cannot currently do so, as I am unskilled in the use of my arms. I have become aware that there are two strange and fantastic creatures roaming the depths. My mother calls them "Forgotten Beasts." One is an enormous three-eyed cricket-elephant-frog thing, and the other is a gigantic serpent with external ribs. It has thin wings of stretched skin and a bloated body. Its dark tan scales are oval-shaped and set far apart. It's secreting a noxious gas. Lying between them is a deposit of the most beautiful cyan material. the dwarves refer to it as microcline, and tell me that it is worthless. I am not referring to that dull rock. I speak of the shining blue metal strands embedded in it.

2nd Granite

Apparently my father has a very important task to perform - burial rites for last year's ruler upon his death. I have also come to a startling realization: Our magma pumps are vulnerable. Beasts such as the ones currently infesting our third cavern layer could easily destroy them, causing magma to spread over a fairly large area. Also, we have three bars of forgotten beast soap somewhere.

24th Granite

I have ordered the production of as many green glass spikes as we can make. My plan is to build a giant corridor of them to use in my efforts to destroy those beasts.

Title: Re: Skyscrapes, the Tower-Fortress! (Succession)

Post by: Sizik on May 12, 2010, 09:50:07 pm

Quote from: Urist Imiknorris on May 12, 2010, 11:48:02 am

Quote from: Matuin on May 12, 2010, 11:25:14 am

This fortress is WAY too successful. We need some sieges or forgotten beasts or something.

No gobbos, so I'll see what I can do about megabeasts. I WON'T be opening the HFS, that didn't go so well last time. (<http://www.bay12forums.com/smf/index.php?topic=55364.msg1235958#msg1235958>) EDIT: we have two now, and two more dead.

Yeah, we'll probably have enough FPS trouble what with the 100-floor tower we're building.

Title: Re: Skyscrapes, the Tower-Fortress! (Succession)

Post by: Duane on May 12, 2010, 10:48:56 pm

Permission to build a floor specifically dedicated to, AND I QUOTE EXACTLY, Rain refuse everywhere while taking care of the impending animal population/their hides.

Title: Re: Skyscrapes, the Tower-Fortress! (Succession)

Post by: Urist Imiknorris on May 13, 2010, 12:24:16 pm

I'm going to have to drop out. Life, job hunt, the usual.

Title: Re: Skyscrapes, the Tower-Fortress! (Succession)

Post by: Sizik on May 13, 2010, 08:28:38 pm

I re-uploaded the map so it's in series with the others.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Duane** on **May 13, 2010, 09:18:54 pm**

Oh dear lord I am terrified of all the options I'll have.
How many Z-levels above ground do we have to work with?

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **AzureShadow** on **May 13, 2010, 09:38:28 pm**

Quote from: Duane on May 13, 2010, 09:18:54 pm

Oh dear lord I am terrified of all the options I'll have.
How many Z-levels above ground do we have to work with?

I think it was 100. Have fun! 8)

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **JoshBrickstien** on **May 13, 2010, 10:51:33 pm**

Quote from: Urist Imiknorris on May 12, 2010, 11:48:02 am

2nd Granite
Apparently my father has a very important task to perform - burial rites for last year's ruler upon his death.

Yeah, that guy is pretty well doomed. If he doesn't die, he'll be a cripple for the rest of his rotten life. At least it's better him than a legendary miner, or something.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Japa** on **May 14, 2010, 03:24:04 am**

so, apparently it's my turn

let's DO THIS!

Diary of Japa Whippapers

1st Granite, 1059

I have been living a dull and dreary life, lost in the crowd
Spoiler: A crowd. I'm lost in it (click to show/hide)



I don't want to be a stonemason, I want to be a LUMBERJACK!

I mean, seriously, what are we, Elves?!?!

just look at all this uncut wood!

Spoiler: wood (click to show/hide)



Spoiler: more wood (click to show/hide)



also, people seem to be forgetting that the point of having a tower is that it's TALL!
people have been building outwards, rather than upwards, resulting in a singularly unimpressive sight.
Spoiler: Unimpressive (click to show/hide)



I, Japa Whippapers, vow to build a tower of such majesty, such glory, that it will strike fear into the hearts of elves the world over!

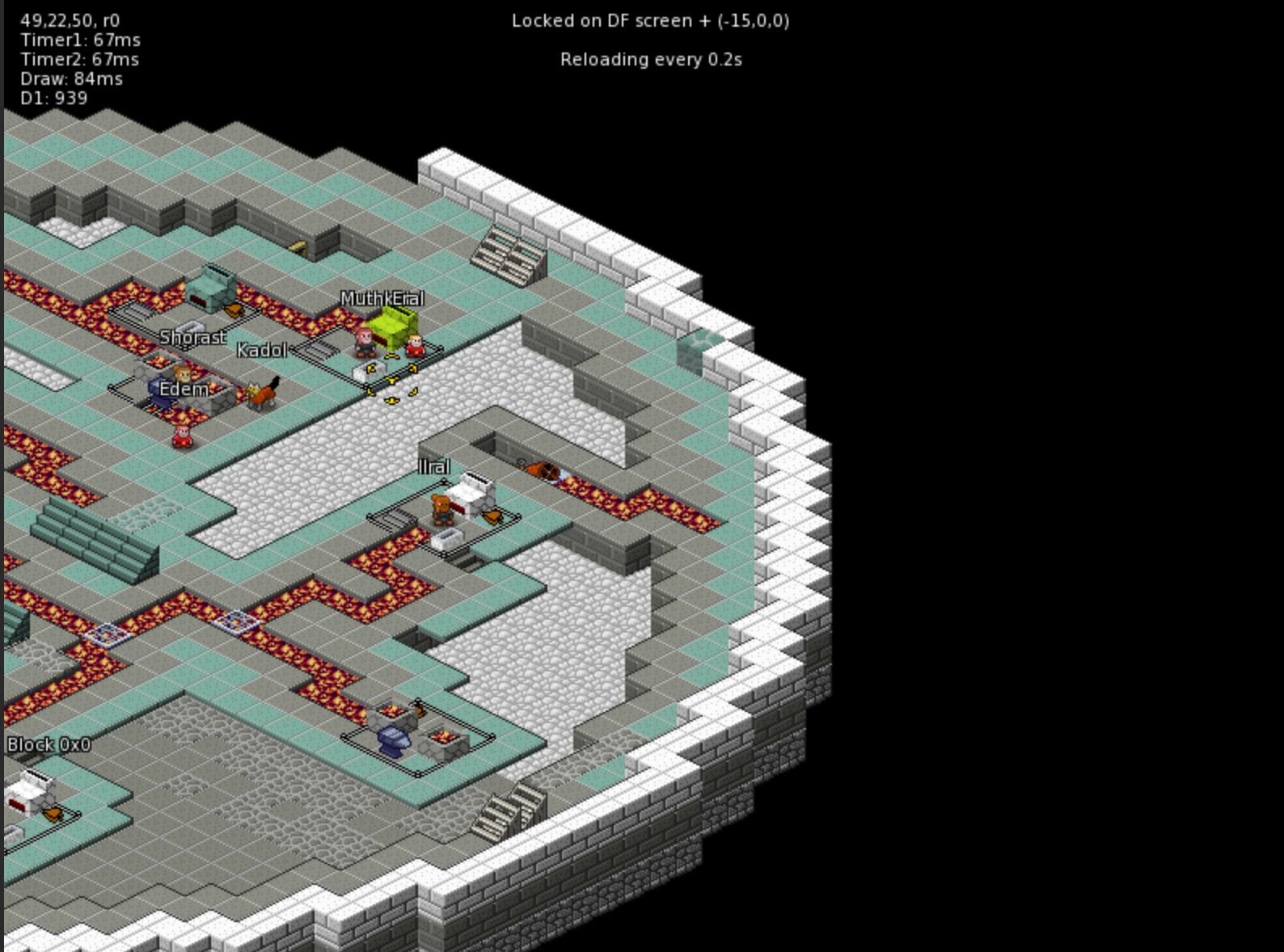
---~---

18th Granite, 1059

Tosid Hamedwelled gave birth to a baby girl! she names her Morul Mysterylanterns.
also, I have noticed somthing....

something not right.....

Spoiler: WHAT IS THE MEANING OF THIS?????? (click to show/hide)



that blue rock must go.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Petr Ga** on May 14, 2010, 05:15:44 am

Japa, I must appreciate that items with colored parts breathe new life in DF overview.

Everything is beautiful, now

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **AzureShadow** on May 14, 2010, 05:36:25 am

Yeah, those are some really nice graphics on that mod... The tower and whatnot actually looks really impressive!

goes out and finds DF Overview

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **timferius** on May 14, 2010, 04:47:38 pm

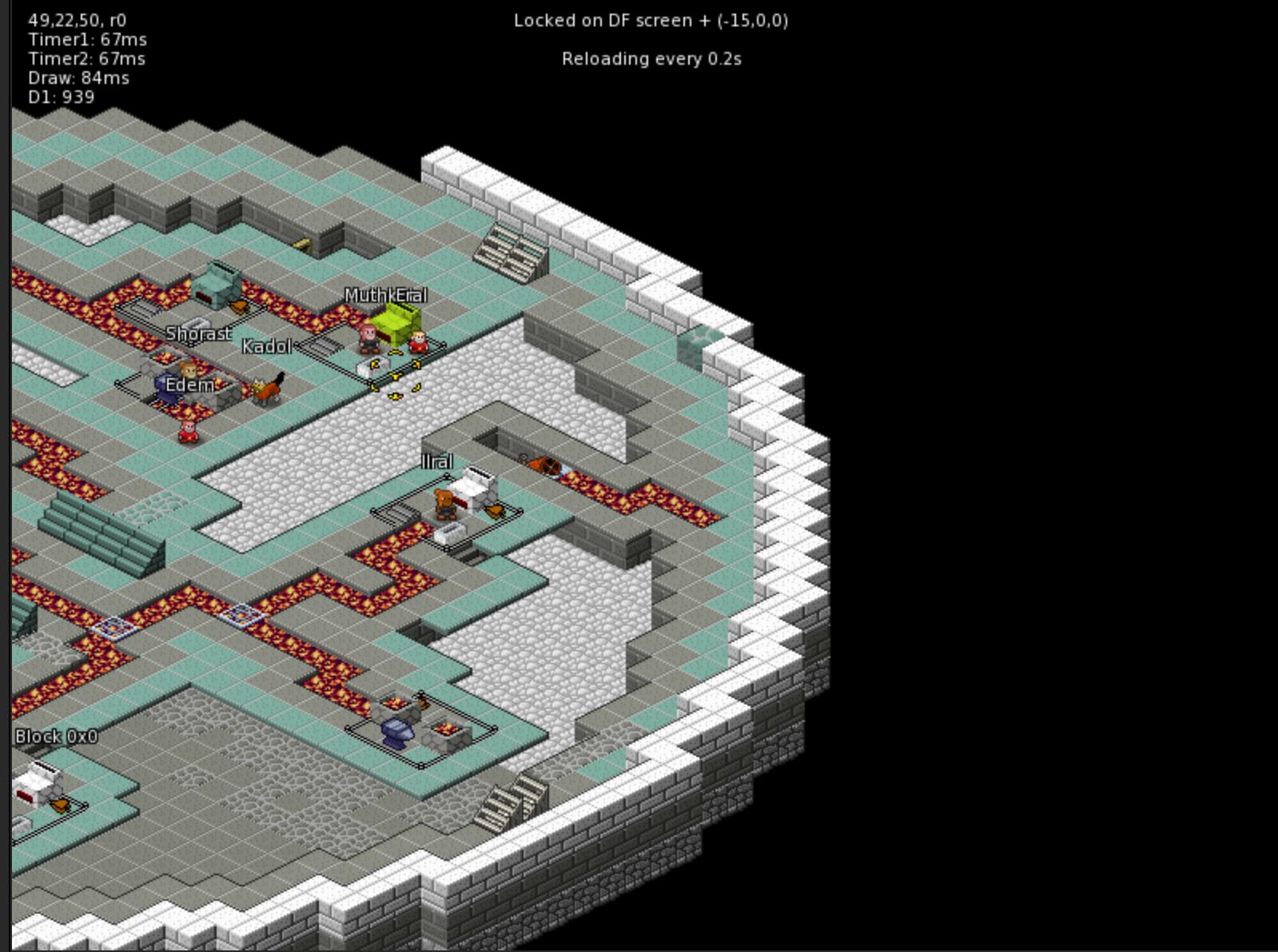
Hey all, just an fyi, my life has calmed down a good deal now, so could you un-cancel me and stick me back on the list?

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **JoshBrickstien** on May 14, 2010, 09:07:13 pm

Quote from: Japa on May 14, 2010, 03:24:04 am

something not right.....

Spoiler: WHAT IS THE MEANING OF THIS?????? (click to show/hide)



that blue rock must go.

What's wrong is that you don't seem to like Microline. Shame on you. >:(
Oh, and, don't try to get any of the wood past level one, there's a FB on each level.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Urist Imiknorris** on May 14, 2010, 09:48:08 pm

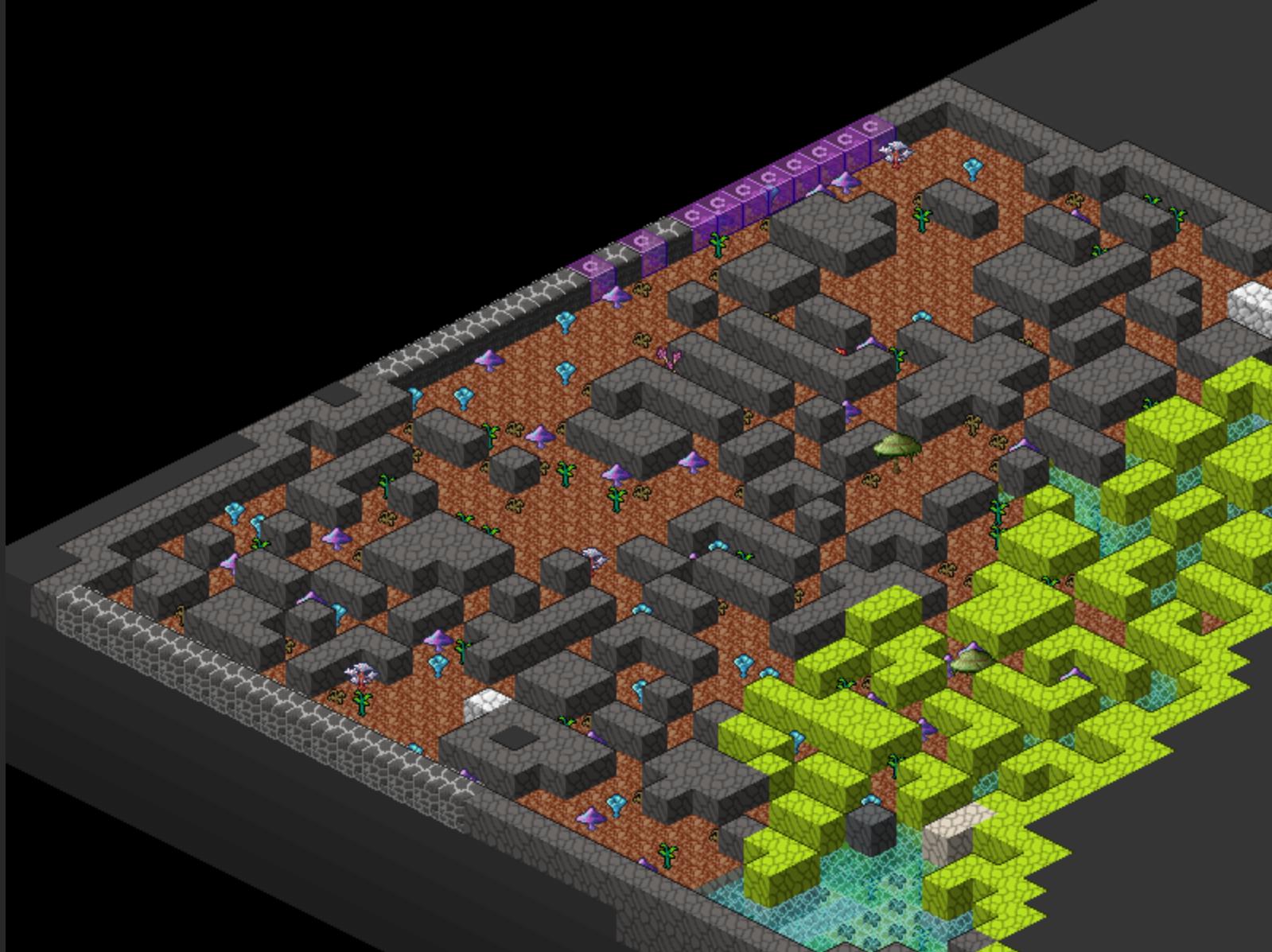
They're both on level 3, though there may be a pit between levels that we haven't seen yet.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Japa** on May 15, 2010, 04:44:07 am

5th Hematite, 1059

An armorsmith, Muthkat Whipappear (no relation) suddenly sat bolt upright in bed, screaming about something or other. I will keep a close watch over her.

In other news, the protective walls around the underground caverns are progressing well.
Spoiler: Walls (click to show/hide)



Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **napancux** on May 15, 2010, 10:39:51 am

So much for building up ;D

Add me to the list, it seems I'm the only one who wants to see the 100-z high tower. ::)

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **Daenyth** on May 15, 2010, 01:25:41 pm

What's the waiting list like right now?

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **AzureShadow** on May 15, 2010, 01:42:00 pm

There's something like 10 people taking turns after the current guy.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

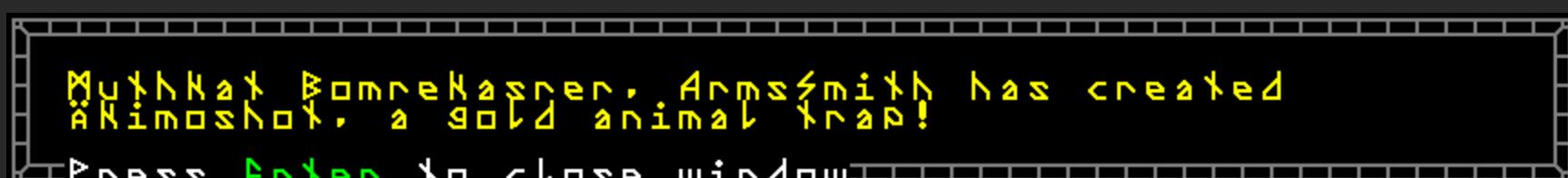
Post by: **Davie** on May 16, 2010, 04:06:33 pm

This sounds exciting. About time I got into a succession game. Count me in, although something tells me the tower will be in ruins before it's my turn.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **Japa** on May 17, 2010, 04:48:24 am

20th Hematite, 1059



I will be keeping this.... somewhere.

Spoiler: description (click to show/hide)

Re: >194 ANIMOSHOT, the Brilliant Vanishment, a gold animal trap

This is a gold animal trap. All craftsmanship is of the highest quality. This object is adorned with hanging rings and encircled with giant bat leather and giant bat bone and menaces with spikes of cyanocobalamin and horsetooth leather. On the item is an image of Desertsuitors the wolf and Nimu. Nimu learned to use the wolf and Nimu learned to use the wolf. Human in gold. Nimu learned to use the wolf and Nimu learned to use the wolf. Desertsuitors by the human Nimu learned to use the wolf and Nimu learned to use the wolf. The item is an image of Depressedcaves the wolf and Speki. Polishedlistened the human in giant bat leather. Depressedcaves is crippling. Speki Polishedlistened is striking a menacing pose. The wolf relates to the snarling of the wolf. Depressedcaves tail by the human Speki Polishedlistened in 720.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **DasGuntLord01** on May 17, 2010, 06:21:35 am

Oh wow, that runic font is really... jarring...

Good item though.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Japa** on May 17, 2010, 08:36:43 am

Alas, alas, DF crashed about a month after that was finished, and the last save is before it, so it will probably turn out different now

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Graebeard** on May 17, 2010, 10:06:51 pm

Hey, glad to see progress is coming on Skyscrapes, albeit slowly.

I love working on towers, and wanted to point out Retro's tower fortress competition (<http://www.bay12forums.com.smf/index.php?topic=57487.0>) for anyone that feels the same way. Signups are open, and it looks like it'll be a blast.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **DasGuntLord01** on May 17, 2010, 11:11:17 pm

Quote from: Japa on May 17, 2010, 08:36:43 am

Alas, alas, DF crashed about a month after that was finished, and the last save is before it, so it will probably turn out different now

It might just turn out better!

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Sizik** on May 21, 2010, 02:30:30 am

You there, Japa?

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Japa** on May 21, 2010, 05:07:01 am

yeah, should have it done by tomorrow.

was a bit sick the past few days.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Davie** on May 23, 2010, 01:17:25 pm

You sure you're there? :D

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Japa** on May 24, 2010, 02:07:16 am

GAH!

I give up, it's crashing way too much for me.

I'll upload what I have in a few minutes, but it crashes seconds after loading for me, so it may or may not work for the next person
right, here's the save

<http://dfffd.wimbl.com/file.php?id=2401>

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **timferius** on May 24, 2010, 12:46:17 pm

I'm just about to head off to work, so I'll check this out when I get home this evening

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **timferius** on May 25, 2010, 08:11:43 am

were you running 03 or 04?

Edit: Never mind, answered my own question.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **timferius** on May 25, 2010, 08:17:40 pm

Ok, sorry about the triple post, but I don't think the "new" blurb pops up if you just edit? Anyways, I'm having the same problem, as soon as I unpause, it crashes, every time. Anyone else wanna try?

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Sizik** on May 25, 2010, 10:55:13 pm

I've discovered that canceling any of the three remove construction designations on the floor above the magma (level 12-ish) also causes the game to crash.

Edit: apparently, making any designation crashes the game.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Graebeard** on May 26, 2010, 12:18:48 am

Should we just revert to the previous stable save? Does JoshBrickstien's save work well?

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Japa** on May 26, 2010, 03:21:38 am

I say go ahead and revert.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Sizik** on May 26, 2010, 09:40:38 pm

So who's going to be taking the reverted turn?

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Sizik** on May 28, 2010, 08:05:58 pm

Haloo? Is Japa going to restart his turn, or is timferius going to take over, or what?

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **timferius** on May 28, 2010, 09:43:20 pm

dunno if I'll have time to at this point unfortunately, my comps acting funny again, and works picking up again as well.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Graebeard** on May 29, 2010, 01:57:59 am

So then, next on the list is Meckboy?

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Japa** on May 29, 2010, 02:24:38 am

probably.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Sizik** on May 29, 2010, 09:39:04 am

Quote from: timferius on May 28, 2010, 09:43:20 pm

dunno if I'll have time to at this point unfortunately, my comps acting funny again, and works picking up again as well.

So is that officially a skip?

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **timferius** on May 29, 2010, 09:42:43 am

Haha, ya, I'll skip, again... I think I may have to retire from succession games :P

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Graebeard** on May 30, 2010, 03:02:15 pm

I just PM'd Mekboy that it was his turn.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Sizik** on June 01, 2010, 10:19:08 am

No response from Mekboy. On to Matuin.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **zergl** on June 03, 2010, 07:47:31 am

Quote from: Japa on May 24, 2010, 02:07:16 am

GAH!

I give up, it's crashing way too much for me.

I'll upload what I have in a few minutes, but it crashes seconds after loading for me, so it may or may not work for the next person

right, here's the save

<http://dffd.wimbl.com/file.php?id=2401>

Already posted it on the bugtracker, but forbidding the bar of forgotten beast soap on z-level 147 which is used to clean wounds on that peasant prevents the crash.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Sizik** on June 03, 2010, 03:56:09 pm

Well that's nice. Let's see if Japa wants to finish his turn.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Japa** on June 05, 2010, 01:59:10 am

I do believe I will.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Japa** on June 07, 2010, 04:30:36 am

I would like to state, for the record, that there's no way forgotten beast soap was ever a good idea.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Sizik** on June 10, 2010, 09:49:00 am

cough

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Japa** on June 11, 2010, 12:50:48 am

looks sheepish

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Sizik** on June 14, 2010, 08:58:21 am

So, you there Japa or what?

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Japa** on June 14, 2010, 09:06:48 am

yeah, I'm almost done. had another crash, should be finished in the next 12 hours or so

or I could just post the winder save, and give the next guy a little longer to do what he wants. I'm done with my major project anyways.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Japa** on June 18, 2010, 06:52:50 am

my turn is done! finally. -_-

Overview:

Spoiler (click to show/hide)

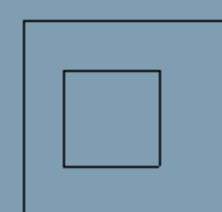


we have a few bleeding dwarves, nothing major.

Spoiler (click to show/hide)

29,36,48, r0
Timer1: 113ms
Timer2: 113ms
Draw: 65ms
D1: 5912
1/13/1060, 0:0

Reloading every 0.2s



Save (<http://dffd.wimibli.com/file.php?id=2535>)
Map (<http://mkv25.net/dfma/poi-23892-japasquarters>)

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Sizik** on June 18, 2010, 08:19:45 am

Next up is Microcline.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Japa** on June 18, 2010, 09:23:06 am

whoops, messed that post up.

fixed now.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Lafiel** on June 18, 2010, 09:28:53 am

Quote from: Japa on June 18, 2010, 06:52:50 am

we have a few bleeding dwarves, nothing major.

...wow. What the hell happened to them??

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Japa** on June 18, 2010, 09:31:21 am

beats me.

my guess is that we have a lot of dwarves with minor bleeding, and they keep walking around, dripping all over the place, and it all adds up

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Microcline** on June 18, 2010, 11:39:05 am

Downloading now

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Microcline** on June 18, 2010, 07:27:56 pm

1 Granite 1060

It seems that four years after my initial reign, I have once again come to be the leader of the tower-fortress Skyscrapes. It has changed drastically in this time. The population has grown from 48 to 136, the magma stack is functional, the first cavern layer has been sealed off and deforested, and the tower now has a six-story tall spire on top.

Some of the changes are more mundane; we are still besieged on the surface by a titan, but this time it is the cyclops Iya Firiade Thelaenore.

On the other hand, there is a genuine emergency:
I will have the brewers rectify this problem immediately.

Unlike my last term, this will not be a year of recovery and reorganization.

This year, we strike the heavens!

'Microcline' Degeltad

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Graebeard** on June 18, 2010, 09:19:09 pm

Quote from: Microcline on June 18, 2010, 07:27:56 pm
the first cavern layer has been sealed off and deforested

I'm not exactly sure how the whole forgotten beast immigration works, but it seems to me like there are a couple spots something could come through. Can they swim or fly in?

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Meanmelter** on June 18, 2010, 10:07:15 pm

Following, might join, but I dunno.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Microcline** on June 18, 2010, 10:25:48 pm

Quote from: Graebeard on June 18, 2010, 09:19:09 pm
Quote from: Microcline on June 18, 2010, 07:27:56 pm
the first cavern layer has been sealed off and deforested

I'm not exactly sure how the whole forgotten beast immigration works, but it seems to me like there are a couple spots something could come through. Can they swim or fly in?

Anything that can go underwater can get in. From there, the defenses are a line of cage traps and a set of doors, so anything with trapavoid and building destroyer can bypass those. I'm thinking of modifying it with a drawbridge system.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Microcline** on June 19, 2010, 02:14:12 am

1 Hematite 1060

We had one mood this season: a mason named Kol Oramlokum was possessed and produced Arzeskes, a native gold weapon rack. The disappointment of a possession was tempered by the value of the artifact. It contains three gold nuggets, a turtle shell, maple and tunnel tube logs, yellow grossulars, rough chrysocollas and topazolites, and silver bars. It is the second most valuable artifact produced by the fortress.

A migrant wave brought about 15 dwarfs. Unfortunately, the wave also brought the Ettin Igest Kenisstelmith Avan Vundis. I brought as many as I could into the tower while Igest and Iya were busy chasing individuals, but it seems that there are about five still stranded outside.

After five years, it is finally complete. On 23 Feldspar, I flooded the first floor with magma, switching the power source of the metalworks and glassworks on the floor above.

Spoiler (click to show/hide)
It was satisfying to see all of the dirt and blood finally washed away. Filling it drained a small area of the magma sea.

Spoiler (click to show/hide)

I have not neglected the growth of the tower--my plan should be ready for implementation by the end of Summer. The current highest point is a utility staircase that I built 21 stories above ground level. If all goes according to plan, the roof of the tower should be 20 stories when I finish my term.

'Microcline' Degeltad

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Microcline** on June 19, 2010, 11:24:12 am

25 Malachite 1060

It is finished. Dwarfs will no longer have to journey into the depths of the earth to find stone, and large-scale masonry will be a thing of the past. We will finally have stone walls on which we can engrave images of cheese and mayoral elections.

I am about to run the obsidian generator.

Spoiler (click to show/hide)

'Microcline' Degeltad

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Microcline** on June 19, 2010, 02:31:55 pm

1 Limestone 1060

The initial operation was a catastrophe. I underestimated the speed of the pump stack and overestimated the speed of the magma, so it piled up and went over the wall to the east. This dumped it into the forge floor. Ordinarily, this would not have been a problem, but the magma exploited several safety oversights in the pump stack design.

The main problem was that not all of the pumps were completely sealed off.

Spoiler (click to show/hide)

A sealed level of the pump stack

An unsealed level of the pump stack

After exploiting this, the pumps above would collapse (because they were stacked on top) and the magma would flow through the open hole onto the vulnerable space of the pump below. Furthermore, none of the pumps were made of magma-safe blocks. The final flaw was that the reservoir on the forge level was not separated from the stack.

In short, a small initial amount of magma fell onto the forge floor, destroying a pump and allowing the reservoir to flow downward.

Five dwarfs died in the tragedy, and several more were injured. We lost forty magma pumps, and the power generator is at reduced capacity due to obsidian forming in the reservoir.

Spoiler (click to show/hide)

But it was not a complete loss. Before power was severed by a broken pump, we were able to pour some water on the magma in the obsidian generator.

The obsidian generator performed as expected. I have only used up half of my term so far. I need to spend the next season rebuilding the pump stack and putting in the additional safety features (sealed pumps, hatches in the pump tower, separating the forge reservoir, building the pumps out of magma-safe blocks, and raising the eastern wall of the obsidian generator).

'Microcline' Degeltad

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Sizik** on June 19, 2010, 05:38:28 pm

Quote from: Microcline on June 19, 2010, 02:31:55 pm

Five dwarfs died in the tragedy, and several more were injured.

Eh, not so bad.

Quote

We lost forty magma pumps, and the power generator is at reduced capacity due to obsidian forming in the reservoir.

OH GOD WHAT HAVE YOU DONE?

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Microcline** on June 20, 2010, 02:09:33 am

Our leader is dead. It began with the arrival of a forgotten beast.

We sealed up the second cavern layer and thought that the matter had been finished. Unfortunately, Ngedlu found a way into the first cavern layer and entered our fortress. Before he was slain by the terminator Onul Catteninal Etomziril, he killed several dwarfs, including 'Microcline' Degeltad. He was interred in his tomb, which will be sealed at the end of the year. He appointed me as his successor, so I will carry out the end of his term.

'Microcline II' Olonfikod

1 Moonstone 1060

Iya the cyclops died due to mysterious causes and Igest the ettin was captured by a random cage trap in the northwest corner of the map, so the dwarfs are now free to go outside.

'Foolish' Gikutlor, Joshua's "aid", went berserk. Fortunately, he was already chained in jail for tantruming.

I only need to build three more pumps to complete the repairs on the magma stack. The new tower is sealed with doors and hatches and the pumps are made of magma-safe blocks. The magmaworks was drained and outfitted with a floodgate separating it from the pump stacks.

I should be able to cast new floors by the end of the year.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**
Post by: **Microcline** on June 20, 2010, 01:31:03 pm

1 Granite 1061

It seems that my reign is coming to an end just as my plan reaches fruition. It has been a tumultuous year. We lost our leader, killed four megabeasts, and endured magma flooding. But through all of it, we were able to successfully complete the obsidian generator and generate a layer of obsidian.

There was very little flooding on the second attempt. Experimentation with the upper water outlet caused a bit of overflow, but this did not have a significant effect beyond flooding Graebeard's room, which was predictable considering that it did not have a ceiling.

The pump tower is also significantly safer; the pumps are now magma-safe, the tower is sealed and protected by doors and hatches, and all large reservoirs are now capable of being separated from the pump stack.

The lower forge floor has been very productive. The glass furnaces produced a large number of corkscrews and tubes to fuel the rebuilding effort. We have six constantly active magma smelters creating gold bars, of which we currently have 757.

We are completely sealed off from the underground and have a large stockpile of subterranean wood.

I was unable to use the magma casting apparatus to its full potential. But now that it is complete we have an infinitely renewable source of accessible, valuable stone, and this puts us one more step above the ground.

'Microcline II' Olonfikod

Map: <http://mkv25.net/dfma/map-8975-skyscapeshtower-fortress> (<http://mkv25.net/dfma/map-8975-skyscapeshtower-fortress>)
Save: <http://dffd.wimibli.com/file.php?id=2552> (<http://dffd.wimibli.com/file.php?id=2552>)

Post-Mortem

Spoiler (click to show/hide)

The population is beginning to take its toll on the fps. I got about 30 throughout the year. On the other hand, the new versions are very stable. I didn't have a single crash.

I fixed the obsidian bug, so obsidian is now a usable stone.

The obsidian generator takes up three floors, and I've left a good deal of infrastructure, so I'm going to leave notes on how to use it. Using these notes, it should be easy to cast a second floor above the first.

First, I decided to use only half of the tower for the generator. The other half contains a stoneworks and the room of my dwarf. This is to minimize the amount of space that the water has to spread over. The following diagram shows where obsidian should be cast. Namely, the blue area should be dug out and cast in.

The second floor is a little bit of digging and a few lever pulls away from being completed, so I will leave my plans for using it. First, make sure that the wall around the second floor is complete (at this point, the dwarfs just need to finish constructing the last one). Then, make sure that the four microcline towers have doors or are otherwise sealed on the second and third floors.

Next, channel away the obsidian floors on the third floor.

This should leave you with open space on the third floor and a flat floor on the second. After this, it is time to pull the lever.

First pull lever 1 (the note title is Obsidian Gen Magma). This will flood the second floor with magma. Because the pump is on the same level, overflowing should be impossible. When the magma has a uniform level of 2 or more, pull the lever again to close the gate.

Then pull lever 2 (Obsidian Gen Water). This may cause some overflow. It may also take a while. When all of the magma has turned to obsidian, shut the water off.

The third floor needs to remain open to allow the water to access the magma below.

I claim no liability for anyone who tries to use the higher water and magma spouts, as there needs to be higher walls for them to be used safely.

The outer walls were built with the intention of removing them at a later point to make the obsidian walls the exterior of the tower, which is why I've left a space of obsidian along the edges.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **Sizik** on June 20, 2010, 03:51:32 pm

Next up is Duane.

I think this is the first time I've seen an obsidian generator on stilts on top of a tower.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **Microcline** on June 20, 2010, 04:23:39 pm

Quote from: Sizik on June 20, 2010, 03:51:32 pm

I think this is the first time I've seen an obsidian generator on stilts on top of a tower.

My favorite part is the fact that Japa's stilts are made entirely out of wood.

Also, can I sign up again?

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession)**

Post by: **Sizik** on June 20, 2010, 06:40:20 pm

Quote from: Microcline on June 20, 2010, 04:23:39 pm

Quote from: Sizik on June 20, 2010, 03:51:32 pm

I think this is the first time I've seen an obsidian generator on stilts on top of a tower.

My favorite part is the fact that Japa's stilts are made entirely out of wood.

Huh, I never noticed that; I'm used to all wood being brown.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 21 z-levels!**

Post by: **Cheddarius** on June 21, 2010, 01:51:10 am

Following. May sign up for a turn.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 21 z-levels!**

Post by: **Duane** on June 22, 2010, 12:29:00 pm

Please bump me to the bottom. My internet has been horrible, it just came back online, and I can't as-of-yet download files.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 21 z-levels!**

Post by: **Sizik** on June 22, 2010, 01:31:41 pm

Well then that means it's my turn.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 21 z-levels!**

Post by: **Cheddarius** on June 22, 2010, 07:59:14 pm

Hey, can I sign up for a turn?

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 21 z-levels!**

Post by: **Sizik** on June 22, 2010, 08:50:57 pm

Quote from: Cheddarius on June 22, 2010, 07:59:14 pm

Hey, can I sign up for a turn?

Sure

Diary of Sizik II, month of Granite

Another year, another leader. Except this time, it's me. Whoop-dee-doo.

One thing I noticed is the abundance of wild animals in cages. Something has to be done about this. Perhaps some sort of arena. Also, I noticed that some of our soap has gone untouched for a while. Dwarves these days, it's not like the world's gonna end if you take a bath, you know!

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 21 z-levels!**

Post by: **Sizik** on June 23, 2010, 07:25:44 pm

Diary of Sizik II, Slate 1061

Refinements to the obsidian generator are nearly complete, allowing easy access to the stone once it's cooled.

Migrants came this month. We're up to 162 dwarves now.

Construction on the arena is underway. It will be named the "Obsidian Oubliette", after its construction material.

Also, a project has been started to dam the river using magma.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 21 z-levels!**

Post by: **Sizik** on June 23, 2010, 09:21:15 pm

Diary of Sizik II, Felsite 1061

The arena is half done; the upper portion where the creatures are stored is complete. Now is time to work on the lower section, where the

actual fighting will take place and some possible fun activities as well.

A quarter of the year has gone by, and yet it feels like so little time has passed. I must press onward if I want this tower finished by the end of the century!

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 21 z-levels!**

Post by: **Graebeard** on June 23, 2010, 10:49:23 pm

Glad to see the glory climbs ever higher. I don't know if it'll make its way back around, but I'd love to put my name down for another turn. By the time it gets back to me my life should be back in DF-compatible mode :)

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 21 z-levels!**

Post by: **John Keel** on June 24, 2010, 04:46:52 pm

This looks amazing. Could I get stuck in line?

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 21 z-levels!**

Post by: **SoKette** on June 24, 2010, 05:25:13 pm

Found this fortress on DFMA before I found this topic, pretty nice with the story :)

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 21 z-levels!**

Post by: **Sizik** on June 25, 2010, 12:14:17 am

Diary of Sizik II, Hematite 1061

Several interesting things happened this month. First, a leatherworker went into a fey mood, and produced a nice leather cape:

FPS: 100 <47>	Gasisarist, "The Satiny Assault", a cow leather cape
Weight: <1r	Basic Value: 154560*
FPS: 95 (35)	Gasisarist, "The Satiny Assault", a cow leather cape
This is a cow leather cape. All craftsmanship is of the highest quality. It is studded with gold and native gold, decorated with cow leather and encircled with bands of obsidian. This object is adorned with hanging rings of blood thorn and menaces with spikes of cow leather and microcline. On the item is an image of a bat in donkey leather. On the item is an image of cave wheat in gold. On the item is an image of Kuluduber the kobold and Melbil Roadlancer the dwarf in native gold. Kuluduber is making a plaintive gesture. Melbil Roadlancer is striking a menacing pose. The artwork relates to the mortal wounding of the kobold Kuluduber by the dwarf Melbil Roadlancer with a steel bolt from a iron crossbow in Skyscrapes the Tower-Fortress in the late spring of 1052 during The Second Attempted Theft at Skyscrapes the Tower-Fortress.	

Second, the fearsome cyclops Nemen Kasene Besoluth arrived to bring about our ultimate doom. Fortunately, that was put on hold when he was struck down by our military. And by military, I mean Onul Chanelluled the Innocent Fire, also known as "Terminator".

Thirdly, the obsidian generator has been put to use, although there are a few kinks to work out.

Fouthly, it seems that because the tower was considered "outside", some dwarves thought that would excuse them from disposing of their trash in an orderly fashion magma. Those parties involved have been given a stern talking to and were sent to clean up after themselves. In other news, the butcher shop is free of clutter.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 21 z-levels!**

Post by: **Sizik** on June 26, 2010, 05:13:17 pm

Diary of Sizik II, Galena 1061

We've been so busy lately, I forgot to make a diary entry last month.

The river damming project was a success, even though there was a minor setback at the beginning.

The arena construction continues.

A human caravan has arrived. Hopefully, they'll be carrying something interesting.

A few kobolds were found just inside the fort entrance; the caravan guards took care of them. The entranceway is being modified, as it is currently too easy for thieves to slip into our underground stockpiles unnoticed.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 21 z-levels!**

Post by: **Sizik** on June 27, 2010, 08:28:16 pm

Diary of Sizik II, Limestone 1061

The humans had nothing interesting to offer, except for a few metal bars.

The obsidian maker is being mined out now that the left over magma has cooled down.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 21 z-levels!**

Post by: **Sizik** on June 28, 2010, 12:08:40 am

Diary of Sizik II, Sandstone 1061

The arena is nearing completion.

During the deconstruction of the river damming project, a woodcutter named Graebeard fell to his death.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 21 z-levels!**

Post by: **Graebeard** on June 28, 2010, 01:34:57 am

!!!!!!

:'(

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 21 z-levels!**

Post by: **Japa** on June 28, 2010, 01:50:54 am

A moment of silence for his axe.
unless it's recoverable, than all's good.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 21 z-levels!**

Post by: **Sizik** on June 28, 2010, 01:55:04 am

At least he wasn't in the bedroom with the two miners that got flooded with magma.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 21 z-levels!**

Post by: **Pwnzerfaust** on June 28, 2010, 02:14:28 am

Quote from: Sizik on June 28, 2010, 01:55:04 am

At least he wasn't in the bedroom with the two miners that got flooded with magma.

A common error. Magma is definitely something that should be pumped near bedrooms. As a space heater!

Title: Re: Skyscrapes, the Tower-Fortress! (Succession) 21 z-levels!

Post by: Graebeard on June 28, 2010, 02:25:59 am

Under normal circumstances, I'd say death by magma is the dwarfer way to go. With *this* fortress, though, I think a fall to my death is perfectly appropriate.

Title: Re: Skyscrapes, the Tower-Fortress! (Succession) 21 z-levels!

Post by: Microcline on June 28, 2010, 10:06:46 am

Quote from: Sizik on June 28, 2010, 01:55:04 am

At least he wasn't in the bedroom with the two miners that got flooded with magma.

This has to have an interesting story behind it.

Title: Re: Skyscrapes, the Tower-Fortress! (Succession) 21 z-levels!

Post by: Sizik on June 28, 2010, 01:36:11 pm

When I was digging out the obsidian in the generator, since there two layers, I figured that I would designate ramps on the bottom level, and that would dig out both layers at once. Unfortunately it slipped my mind that this would leave the floor above the second layer intact, so it had to be channeled away afterward. I was clumsy with my channel designations, which resulted in a single floor tile falling down, through the magma in the forge level, and into the bedroom below. Luckily, that square of the bedroom was above a wall, so only the bedroom was affected. As a result, 3 dwarves died: one miner that fell a few levels inside the generator, and two who were in the bedroom, which I think are miners that fell from above, since I didn't see them there when I surveyed the damage after I got the cave in message.

Diary of Sizik II, Timber 1061

A fireman came up from the caverns. He was quickly dispatched, but not before causing a stonemason to bleed to death.

The arena construction is finished. All that's left is the mechanics.

Title: Re: Skyscrapes, the Tower-Fortress! (Succession) 21 z-levels!

Post by: Sizik on June 28, 2010, 03:15:59 pm

Diary of Sizik II, Moonstone 1061

Work has nearly finished on the next floor of the tower, which includes another level of the obsidian generator.

A mason went into a mood, and he requires shells. Shells which we do not have. I've even tried send the fisher dwarves down into the caverns, but to no avail.

Title: Re: Skyscrapes, the Tower-Fortress! (Succession) 21 z-levels!

Post by: deathstar175 on June 28, 2010, 05:48:28 pm

Sign me up for the next available slot please. This fortress is just too epic.

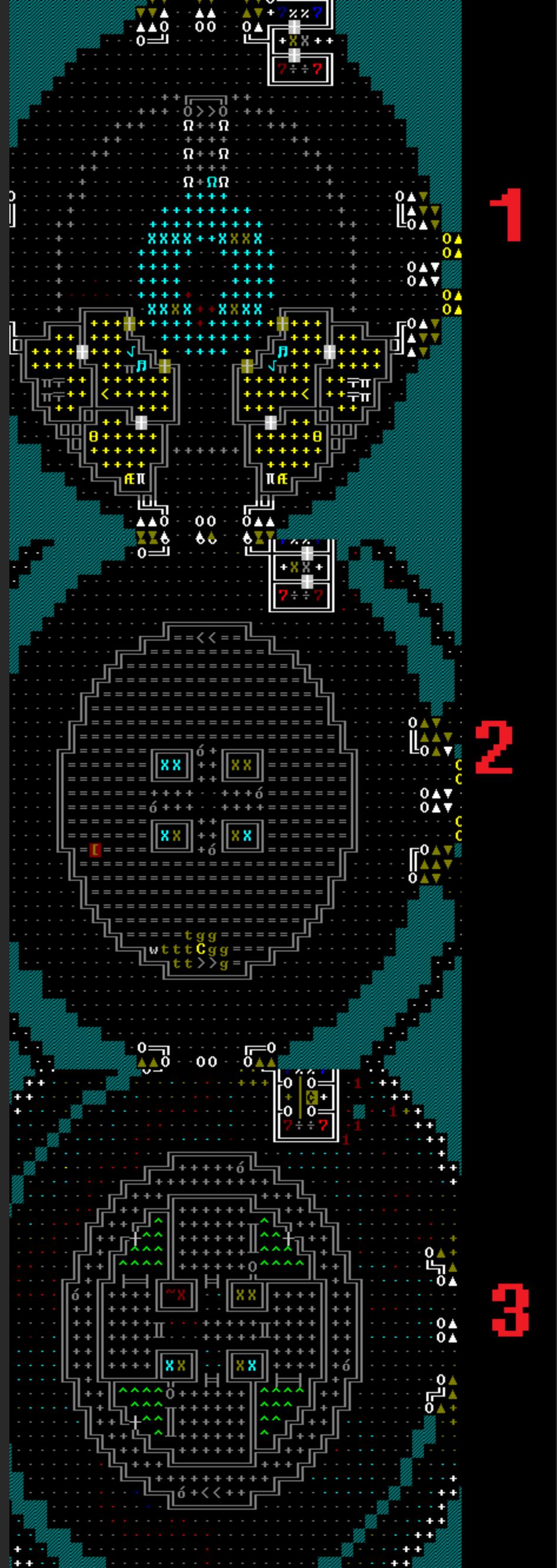
Title: Re: Skyscrapes, the Tower-Fortress! (Succession) 21 z-levels!

Post by: Sizik on June 28, 2010, 09:47:13 pm

Diary of Sizik II, Obsidian 1061

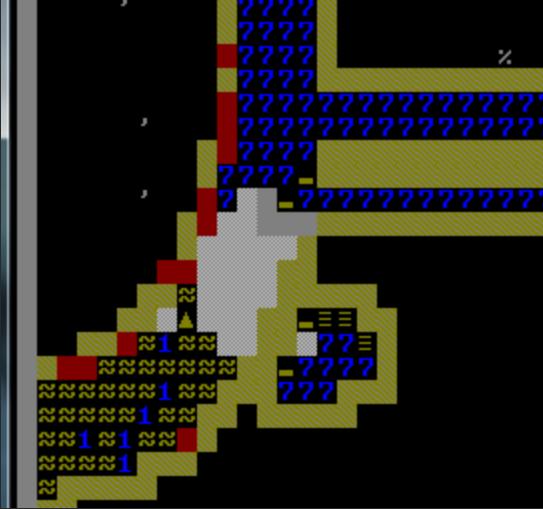
Well it's the end of the year. The arena is complete, although it has not been tested yet. Also, about three or four miners died during obsidian excavation.

Arena:



The levers on the second level control the access bridges below. The levers on the third level open the bridges to the retrapping area. The eastern arena is designed for containing building destroyers.

River dam:



Map (<http://www.mkv25.net/dfma/map-9043-skyscrapesthetower-fortress>) and Save (<http://dffd.wimibli.com/file.php?id=2598>)

Next up is IronVanguard.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 21 z-levels!**

Post by: **Graebeard** on June 28, 2010, 11:16:53 pm

So. Many. Levers.

God forbid some gremlin (or inexperienced player) makes his way up there...

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 21 z-levels!**

Post by: **tbino** on June 30, 2010, 02:54:25 am

can I join?

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 21 z-levels!**

Post by: **Sizik** on June 30, 2010, 08:43:41 am

New rule: If you've not been active on the forums for over two weeks at the time it becomes your turn, you only have a day to respond before you're skipped.

That said, it's now Ultimate Carl's turn.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 21 z-levels!**

Post by: **Ultimate Carl** on June 30, 2010, 10:31:37 am

I hate to be "that guy", but work and summer classes have been totally kicking my bum, hence why I haven't even been on the forums for a while, so, voluntarily skipping my turn, it's now whoever is next, which appears to be heymguys.

Sorry! Looking forward to catching up on the thread though!

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 21 z-levels!**

Post by: **Urist Mcinternetuser** on June 30, 2010, 02:49:17 pm

I would love to join.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 21 z-levels!**

Post by: **Sizik** on July 01, 2010, 05:59:53 pm

No word from heymguys; next is AzureShadow.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 21 z-levels!**

Post by: **Sizik** on July 02, 2010, 05:56:04 pm

No word from AzureShadow; next is napancux.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 21 z-levels!**

Post by: **napancux** on July 02, 2010, 06:11:30 pm

Sorry, but I don't have time for DF right now. Skip my turn.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 21 z-levels!**

Post by: **Sizik** on July 02, 2010, 06:55:40 pm

Then it's davie's turn.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 21 z-levels!**

Post by: **Sizik** on July 03, 2010, 07:08:07 pm

No word from Davie, next is... Microcline again.

Also, note to people who've been skipped: If you asked to be skipped, you can take your turn anytime after the currently playing person, just ask. If you were involuntarily skipped, you can only be added to the end of the list.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 21 z-levels!**

Post by: **Microcline** on July 03, 2010, 08:25:18 pm

1 Granite 1062

In the month of Obsidian, I received a letter from the king stating that I would be given charge over the construction of the tower-fortress following the term of Sizik. I had been singled out for my role in leading the recovery effort during 1060. (My mentor, the first dwarf to bear the title of 'Microcline', caused an accident that destroyed forty magma pumps. And that's terrible.)

This year I have been given a generous start--the pump stack is set up to cast three additional layers, and Sizik has solved the water shortage issues that plagued the previous casting attempts. I look forward to standing on the 21st floor.

'Microcline' Olonfikod

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 21 z-levels!**

Post by: **Microcline** on July 04, 2010, 01:52:19 am

1 Slate 1062

Last month we received another uninvited guest. I don't know whether it came as a commentary on the fortress' lack of cleanliness or to keep the other four company.

1 Felsite 1062

There were three major events this month. First, a jeweler went into a mood and produced a rock crystal figurine. The artifact has no other components, so it's worth a measly 4800. For those who are wondering, Solon Halldash was an immigrant who was drowned by a megabeast before he could get inside the tower.

Second, the magmaworks were flooded again. I had ordered the floodgate opened to refill the reservoir, but was alerted to a problem when I saw magma cascading down the central staircase. When I looked at the magmaworks, I could find no possible way that the magma was going through the walls. Then I realized that it was going *under* the walls. It turns out that when magma is connected to a pump, pressure is applied. I also found that Sizik left a hole leading to the flooded bedroom. Two dwarfs died and two pumps in the water stack were destroyed. By the end of the month, the stack was repaired and further insulated against flooding.

Finally, the weaver Litast Likotnoram gave birth to triplets, bringing her total to five children.

1 Hematite 1062

Now we have six of them.

We are almost ready to begin casting the new floors, and will probably open the floodgates within a matter of days.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 21 z-levels!**

Post by: **Sizik** on July 04, 2010, 11:08:29 am

Quote from: Microcline on July 04, 2010, 01:52:19 am

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Actually, it came from over the walls. After falling 10 or so z-levels. From the obsidian generator.

That hole is designated as a pond, so the bedroom will eventually be magma-free. (Water dumped from a pond filling job causes 1/7 magma to disappear.)

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 21 z-levels!**

Post by: **Microcline** on July 04, 2010, 01:54:52 pm

Quote from: Sizik on July 04, 2010, 11:08:29 am

Quote from: Microcline on July 04, 2010, 01:52:19 am

Second, the magmaworks were flooded again. I had ordered the floodgate opened to refill the reservoir, but was alerted to a problem when I saw magma cascading down the central staircase. When I looked at the magmaworks, I could find no possible way that the magma was going through the walls. Then I realized that it was going *under* the walls. It turns out that when magma is connected to a pump, pressure is applied. I also found that Sizik left a hole leading to the flooded bedroom.

Actually, it came from over the walls. After falling 10 or so z-levels. From the obsidian generator.

That hole is designated as a pond, so the bedroom will eventually be magma-free. (Water dumped from a pond filling job causes 1/7 magma to disappear.)

What happened looked like this, where

7 is the magma in the reservoir, pressurized by the pump

~ is the flooded bedroom

0 is the wall of the reservoir

X is where the magma came out

| 7 0 X
| ~ ~ |

Because of the open space in the reservoir, we won't be able to get the bedroom to 1/7 unless we drain the magmaworks (or, alternatively, plug the hole with obsidian). For now, I've just sealed off the area.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 21 z-levels!**

Post by: **Microcline** on July 04, 2010, 03:04:20 pm

1 Malachite 1062

We've completed casting the first of the four floors. The upper half is the third story of the obsidian generator and the bottom half will be used for furniture storage. Another uninvited guest arrived.

1 Galena 1062

A glassmaker went into a fey mood and claimed a glass furnace.

1 Limestone 1062

We lost two miners when portions of the tower that they were excavating collapsed. We also aquired a new artifact:

A human caravan arrived, so we're going to see if they have anything that we could use.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 21 z-levels!**

Post by: **Sizik** on July 04, 2010, 03:18:37 pm

Ah, I thought you were talking about the 1/7 magma by the pump stack, which I figured came from Hwhen I spilled over the obsidian generator.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 21 z-levels!**
Post by: **Microcline** on July 04, 2010, 10:27:13 pm

1 Sandstone 1062

It got in. I suspect that our fortress is somehow vulnerable to flying cavern-dwellers, but I haven't spotted the breach yet.

1 Timber 1062

Gamlat was able to kill one dwarf while the military stalled, but then Onul Catteninal Etomziril arrived and dealt with it.

I found two statues of Sizik II.

I also found a diorite statue of timferious killing the magma man Giftbusters in 1053. This was placed in the second floor bedroom complex which he designed.

1 Moonstone 1062

We experienced a food shortage, but our large supply of livestock allowed us to avert it. The mayor met with the outpost liaison. I told him to ask for metal and gems to complement what we can find in our fortress.

We've begun carving out three more levels. The levels will hold new food and dining complex, and may also be large enough to hold several bedrooms.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 21 z-levels!**

Post by: **Sizik** on July 05, 2010, 01:13:43 am

Actually, the pressure caused by the pump is canceled out by the obsidian wall in the channel, since it creates a diagonal.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 21 z-levels!**

Post by: **Microcline** on July 05, 2010, 02:38:16 pm

16 Moonstone 1062

'Sizik II' Kegethzulban gave birth to a boy, her sixth child.

30 Opal 1062

As this beast may have the ability to fly, and I am suspicious that we are vulnerable to flying cavern-dwellers, I will have to monitor this one.

1 Obsidian 1062

'Joshua' Amugsakzul died today. While removing the wall used to cast the new floors, a jet of water propelled both him and the guard dog I had assigned to protect him off the edge of the tower. His body was interred in his gold sarcophagus in his suspended tomb.

1 Granite 1063

Yesterday was my last day in charge of the fortress. The king, displeased with my lack of progress and weary of the constant accidents, chose not to renew my position.

The fortress is now 21 levels from the ground.

Tired of constant flooding, I put a partial roof over the magmaworks. The project was stopped when we ran out of marble and all of the miners were busy working on the upper floors.

The first of the new floors is a furniture stockpile to store the products of the mason's and mechanic's workshops below.

The floor above has farms and a plant processing area. The farms are currently being irrigated.

Above that is the food storage/processing area.

Above that is the new dining hall.

The levers control sealing the tomb with magma, (the left controls the floodgates and the right controls the magma) but because only three of the five required floodgates have been connected, it is not currently functional (so I would advise against pulling the lever on the right).

We also began removing the mold that the floors were cast in.

Map: <http://mkv25.net/dfma/map-9093-skyscrapesthetower-fortress> (<http://mkv25.net/dfma/map-9093-skyscrapesthetower-fortress>)

Save: <http://dffd.wimibli.com/file.php?id=2625> (<http://dffd.wimibli.com/file.php?id=2625>)

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 21 z-levels!**

Post by: **Microcline** on July 05, 2010, 02:43:53 pm

Quote from: Sizik on July 05, 2010, 01:13:43 am

Actually, the pressure caused by the pump is canceled out by the obsidian wall in the channel, since it creates a diagonal.

The flooding started when I cleared out the obsidian in the channel.

I just realized that there is a child outside of the dining hall.

Also, I would like to sign up for another turn.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 21 z-levels!**

Post by: **Shaostoul** on July 05, 2010, 02:44:39 pm

I wouldn't mind giving this a go, it might a bunch of fun!

I would like to request to be PM'd when it comes around to my turn.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 21 z-levels!**

Post by: **Sizik** on July 05, 2010, 05:21:55 pm

Next is Cheddarius.

Maaaaan I spent too much time working on my own fortress. I had to fend off a goblin invasion and it got pretty hairy. I'll work on this now, though.

What immediate goals do we have?
Do I just build upward if there are no pressing issues?

Rules:

1. Each player has 1 in-game year to add another level to the tower.
2. Each player can add 1-5 floors to the tower (since I don't think we'll reach 100 turns).
3. All parts of the fort MUST be contained within the tower, above ground. The only exceptions are farms, mining for stone/ore, and stockpiles.
4. The levels of the tower can be designed in any way you desire, as long as it won't easily collapse (e.g. with the pull of a lever). Be sure to roof over any sections of the tower you want to be considered "inside", as there might not be a floor directly above it.
5. Try to use up any stone you mine out; we don't want too much clutter.
6. Modifying previous players' levels is allowed, to a certain extent. Try not to mess with the outer walls, or anything that looks like it would've taken a while to design/make.

My guess... Build up 1 - 5 floors... size width wise doesn't seem to matter... Make it AWESOME!

Wow. 168 dwarves. Never played a fortress with so many.

Going to use Dwarf Therapist to try and organize labor first.

I've disabled hauling, cleaning, recovering wounded, and feed patients/prisoners on everybody except haulers. I've assigned a huge quantity of people to the Hauler profession - we don't need four animal caretakers (it's not implemented, so they don't actually do anything), four cheese makers (none of whom were actually making cheese), or three fish dissectors and one "fish disector", or six furnace operators (six!), or four farmers when two are legendary (kept them) and the other two neither have any farming skill nor actually have farming enabled, or two gem cutters (I find one is plenty)

I also removed a lot of job overlap. For example, there was one guy with blacksmithing/metalcrafting, one guy with metalcrafting, two guys with blacksmithing, and the cook had blacksmithing too. I made the b/m guy be our blacksmith (he was legendary) and the metalcrafter our metalcrafter (he was the best). I made the impostor "blacksmiths" haulers and removed the cook's blacksmithing labor. We have a legendary clothier, and all the other dwarves have poor clothesmaking, so I disabled it on them. There was a bone carver, but he was only level 1, and one of our craftsman has level 3 bone carving, so I made him a hauler. Etc.

There are some more people I would like to haulerize. They do not do their jobs, so I doubt that they are needed; I would rather make them haulers and enable their jobs (and disable hauling) temporarily when they need doing. Do we need these consistently (enough to keep them labeled as their respective professions instead of just labeling them as haulers)?

1 Animal Trainer
1 Animal Dissector
1 Architect
1 Armorer
1 Blacksmith
1 Bowyer
2 Brewers (perhaps just one, and let him train to legendary?)
1 Clothier
2 Cooks (same as brewers)
2 Craftsmen (stonecrafting, bonecarving, glassmaking, weaving)
5 Doctors (One surgeon, one bonesetter, three suturers; all have wound dressing. Maybe haulerize two suterers, or even all of them and just rename when necessary)
1 Engraver (after all you can't smooth or engrave built walls)
2 Fish Cleaners
1 Fish Dissector
2 Fishermen
1 Glassmaker
1 Herbalist
2 Hunters
2 Leatherworkers
2 Lumberjacks
1 Metalcrafter
1 Metalsmith
1 Militia (?! Why just one?)
2 Millers
1 Tanner
1 Thresher
2 Trappers
1 Weaponsmith
1 Woodcrafter

I have also surmised that masonry is the main occupation of the fortress for the idlers. There are 18 masons, and originally almost everyone had masonry enabled. I will divide the masons into elite masons, the ones that are legendary, and normal masons. Normal masons will crank out blocks and build upwards; haulers will be assigned to store these blocks, perhaps underground or on the new floors.

Are these changes acceptable?

Levels

Level -7: Some gold here.

Level -3: Stockpiles. Leather, ammo, finished goods, many furniture stockpiles. I'll move the FG stockpile to near the depot, the ammo to the barracks and the leather to near the leather workshops (as they are fairly small), and make a very large furniture stockpile instead of a few smaller ones to make things neater.

Level -2: Same issue with wood stockpiles.

Level -1: Mud, and a farm.

Level 0: Small wood stockpiles and a horrific collection of blood. A magma pool. Removed stockpiles, to be send to level -2. A moat.

Level 1: Entrance to the fortress. Five magma smelters, two jeweler's workshops (neither in use so I removed one), a magma glass furnace, a mechanic's workshop, a wood furnace, a magma kiln, a magma forge, an ashery, four mason's workshops, two carpenter's workshops (neither in use so I removed one). Replaced with mason's workshops, ordered blocks.

Level 2: Bedrooms. Not nearly enough. I'll need to make more.

Level 3: Kitchen, filled to the brim with animals. Some workshops.
Level 4: Barracks and dormitory. More workshops.
Level 5: Many coffins, leather stockpile, soap stockpile.
Level 6: Some levers, more animals, cloth stockpile, energy generators.
Level 7: Bedrooms, food stockpile.
Level 8: Magma labyrinth.
Level 9: Magma works. Furnaces, etc.
Level 10: Some stuff. Levers. Cage traps, for some reason.
Level 11: Also stuff and levers.
Level 12: More stuff.
Level 13: Basically empty.
Level 14: Empty.
Level 15: Some workshops, obsidian.
Level 16: More obsidian. Lashings of blood.
Level 17: Stockpiles. Furniture and nonmetal blocks.
Level 18: Obsidian, workshops, a flood.
Level 19: Obsidian, refuse stockpile. Mold being removed - how do I do this?
Level 20: Obsidian, tomb of Microcline II, a small dining room with a viewing port made of glass.
Level 21: Obsidian.

As we have 62 haulers, I think we can spare a few and am making a militia. The previous militia had four crews of a few dwarves each - two squads had only one dwarf in them. I may be making a major mistake here; I realize the importance of having many squads to do many jobs. That being said, this fortress seems to only have one point to defend, the entrance, so I am making one large squad instead... we have many legendary fighters. Led by Legendary Axedwarf Terminator Onul Catteninal, five Legendary Fighters will defend the fortress.

We don't have enough metal armor. I'll have to get on that.

I'll also have to slaughter all these cats. And some animals too. So many animals.



We need more drink.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!**

Post by: **Cheddarius** on July 05, 2010, 10:37:09 pm

Two questions about building up:

1. Do I have to encase my workshops or whatnot in a wall, to prevent them from being flooded by magma when the obsidian generator runs?
2. How do I deal with the generator tower on the top right? Do I just build around it? Do I have to add to it or take any precautions or something?

Also. Does anyone mind if I cordon off almost the whole map so that it can only be accessed by going through the gate, so that we can chop wood without risking ambushes?

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!**

Post by: **Shaostoul** on July 05, 2010, 10:45:18 pm

I would say, don't worry about rooms, I'll get those in my turn, but that's an awfully long ways away.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!**

Post by: **Cheddarius** on July 05, 2010, 11:02:30 pm

I want to make some workshops and such, though.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!**

Post by: **Sizik** on July 05, 2010, 11:15:57 pm

Quote from: Cheddarius on July 05, 2010, 10:37:09 pm

Also. Does anyone mind if I cordon off almost the whole map so that it can only be accessed by going through the gate, so that we can chop wood without risking ambushes?

The only ambushes we risk are from kobolds; there are no goblins.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!**

Post by: **Microcline** on July 05, 2010, 11:26:33 pm

Level 1: The first floor is centered around processing things that can't be obtained in the tower. Thus it workshops for jewelry, woodworking, glassblowing, and metalworking. As we now have a large supply of obsidian higher up in the tower, the masons workshops have fallen into disuse.

Level 2: You're completely right.

Level 3: The levers to operate the drawbridges are here.

Level 4: The levers to operate the obsidian generator are here.

Level 6: The levers here control the pump tower.

Levels 10-12: Arena

The upper half of levels 15-17: Obsidian generator (the switch to close the doors so that it doesn't flood the fortress is on level 15, by the mechanics workshop)

Level 18: Farm plots can be build once the flooded area drains to produce food from the tower.

Level 20: This is the new dining room, although I forgot to designate it.

Misc:

You do not need to encase your workshops unless you build them *inside* of the generator.

We have six furnace operators because we have had six magma smelters operating constantly smelting gold for some time now. We have about 1000 bars. It is up to you whether you want to continue at this rate.

Title: Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!

Post by: Cheddarius on July 06, 2010, 12:02:34 am

So the generator won't melt/burn the workers with magma or whatnot?

We only have 127 gold nuggets left, so I guess maybe we could save them for gold blocks or whatnot.

Why are those level 21 doors locked? Can I unlock them?

How do I remove the obsidian mold?

Uh... I lost our legendary blacksmith. She died of blood loss, I don't know why. She was removing a construction, so maybe she removed the wrong construction and fell to her death or something... should I savescum?

Title: Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!

Post by: Microcline on July 06, 2010, 04:32:14 pm

Quote from: Cheddarius on July 06, 2010, 12:02:34 am

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We only have 127 gold nuggets left, so I guess maybe we could save them for gold blocks or whatnot.

Why are those level 21 doors locked? Can I unlock them?

How do I remove the obsidian mold?

Uh... I lost our legendary blacksmith. She died of blood loss, I don't know why. She was removing a construction, so maybe she removed the wrong construction and fell to her death or something... should I savescum?

The generator will not burn any dwarfs who are not inside of the generator itself as long as you close the doors to the generator. (The lever is on level 15, southwest of the mechanic's workshop)

The level 21 doors were locked when the 20th floor was cast. They do not need to be locked any more.

The casting mold is removed by walking around the perimeter removing the constructed walls leaving only the natural obsidian. It helps if you start at the top, because you can then walk on the mold below. It is purely aesthetic, so I wouldn't bother with it unless you have nothing better to do. (Note: don't remove walls holding back water; this is how Joshua's dwarf died)

As for savescumming, I don't know what Sizik's policy is, but personally I would go with it. The death of a single dwarf does not seem like something worth restarting a turn over.

Title: Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!

Post by: Cheddarius on July 07, 2010, 01:10:05 am

Our legendary glassmaker died from removing a construction and then drowning. Man, I suck at this. I've decided to wait until the water is fully evaporated before removing the rest of the mold, or to leave it to the next overseer.

I must eliminate the cats. I have started with a slaughter of all available kittens. I will also construct a Pet Rehabilitation Center for the more... tenacious ones.

I have managed to kill off our legendary woodcrafter too. Frig, this is ridiculous. A ton of people are badly injured from cave-ins too. Constructing an emergency hospital.

I initiated a cave-in and many died. I am sorry.

Title: Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!

Post by: Cheddarius on July 07, 2010, 02:56:00 am

Note: I have forbidden all stone except microcline, so that I can crank out lots of microcline blocks quickly. The next overseer should change this.

Oh dearie me. A forgotten beast somehow got into the fortress... but it's terribly wounded. Perhaps it broke out of a cage, and it had been beaten down previously? Brown wounds all over, red on its beak. The militia will easily finish it off... maybe.

Yellow wounds, many yellow wounds, this is going well. War dogs swarming it. The militiaman is numb but otherwise fine.

Ah, almost all yellow! This is excellent.

Hmmm... not much progress...

Oh man, it's regenerating. It's regenerated all the damage. I'll have to drive it into the deeps and then wall them off... why weren't they walled off before?

Ah, screw it. It's not harming anyone and it's not dying. I'll play some tomorrow.

Anyone have any ideas to kill it?

Ongoing projects:

Make a bedroom floor (requires supervision)

Mine out more gold (requires supervision)

Slaughter some animals (requires supervision)

Make a

Make microcline blocks

Title: Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!

Post by: Sizik on July 07, 2010, 10:43:04 pm

Capture it with a cage trap, then put it in the arena and pit it against various caged creatures.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!**

Post by: **Cheddarius** on July 07, 2010, 10:55:35 pm

How do I catch it with a cage trap?

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!**

Post by: **Shaostoul** on July 08, 2010, 12:05:53 am

I believe you need a mechanism and an empty cage. Under the build menu, there is a traps? menu, go into that and build a cage trap. I'd suggest leading it into a one tile wide passage. If it avoids the trap... it may be trapimmune/avoid/w.e

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!**

Post by: **Cheddarius** on July 08, 2010, 12:51:58 am

I know how to build the cage trap, I get that bit. But how do I drive it into the trap? It usually walks about randomly, and my dwarves are too afraid to get anywhere near it to surround it with traps... how do I "lead" it somewhere?

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!**

Post by: **Graebeard** on July 08, 2010, 05:02:27 am

I don't know that you can. I think all forgotten beasts have trapavoid.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!**

Post by: **Microcline** on July 08, 2010, 12:22:07 pm

Set a kill order on it with whichever squad the terminator Onul Catteninal Etomziril is in. If he can't kill it, it probably can't be killed through conventional means and the only response is to wall up the creature until someone can kill it with magma or obsidian.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!**

Post by: **Cheddarius** on July 08, 2010, 01:56:25 pm

It can be killed, probably, it's just that it regenerates.

I did set a kill order but that oaf is just lazing around. I dunno what he's doing. Ten people in the squad, only one guy is actually attacking him.

I could wall it up but it's in our central staircase so it would be a problem... plus, how would I wall it off from below? And how would I get my masons to not run away? I would probably have to wall off the first few floors of the fortress, to wall it off completely.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!**

Post by: **Cheddarius** on July 10, 2010, 11:52:43 pm

Guys, I really need to deal with this forgotten beast... what do you recommend?
I could also restore to an earlier save and wall it off; I save every half-season.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!**

Post by: **Graebeard** on July 11, 2010, 01:49:02 am

I don't know of a good way to isolate it without a lot of casualties. I always consider savescumming not to be cheating if there's a bug of some sort (read: unkillable monster that should be killable).

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!**

Post by: **Cheddarius** on July 11, 2010, 02:11:26 am

Oh, sure, it's killable. It's just that you need a military where more than 10% of the squad actually fights instead of... I have no idea what these guys are doing, but they're not fighting this monster. If we had a decent military we could beat it down faster than it could regenerate.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!**

Post by: **Sizik** on July 11, 2010, 05:09:21 pm

What part of the tower is it in?

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!**

Post by: **Cheddarius** on July 11, 2010, 05:55:37 pm

First level, I think.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!**

Post by: **Sizik** on July 11, 2010, 07:38:57 pm

If it hasn't made it up the central staircase yet, you could deconstruct the stairs on the fourth level so that it can't reach the rest of the fort (and replace at least one of them with up stairs so that you don't block off the lower levels).

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!**

Post by: **Microcline** on July 11, 2010, 09:36:44 pm

I also had problems getting the military to attack a forgotten beast. I don't know what caused it, but the military eventually mobilized.

Quote from: **Sizik** on July 11, 2010, 07:38:57 pm

If it hasn't made it up the central staircase yet, you could deconstruct the stairs on the fourth level so that it can't reach the rest of the fort (and replace at least one of them with up stairs so that you don't block off the lower levels).

If using this strategy, I would use hatch covers. I think that building destroyers must be on the same z-level as a building to destroy it, so they can't destroy a hatch from below.

Title: Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!

Post by: Cheddarius on July 11, 2010, 11:06:02 pm

I dunno about deconstructing stairs or hatch covers or whatnot... if we just wall off that entire section, how are people going to get to the hospitals and such? It's basically just as good as leaving it alone; it hasn't harmed anybody yet (except for some dogs and numbing one recruit), it's just locked in eternal battle. The problem is people really need to get through the part that it's in, for some reason, so they keep lingering near it and then running away and then coming back and so on.

Title: Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!

Post by: Sizik on July 12, 2010, 01:13:55 am

Could you post a screenshot of where it is? Tinypic (<http://www.tinypic.com>) is a good site.

Title: Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!

Post by: Cheddarius on July 12, 2010, 01:45:09 am



Title: Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!

Post by: Sizik on July 12, 2010, 02:11:00 am

Pull the lever marked "Seal tomb 1". This will open the floodgates in the magma by the tomb. Then set the doors to be deconstructed, while keeping the forgotten beast occupied, preferably with war dogs or something.

Title: Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!

Post by: Cheddarius on July 12, 2010, 02:19:32 am

Won't that massacre whoever's there and below?

Title: Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!

Post by: Microcline on July 12, 2010, 11:32:20 am

Quote from: Cheddarius on July 12, 2010, 02:19:32 am

Won't that massacre whoever's there and below?

There are no exposed down stairs from the ground floor. To go below, one must go up to the first floor and then down the central shaft.

It might be difficult to remove the doors with the forgotten beast on the same floor. However, if you could put hatches over the down stairs on the first floor, it will only have two options: to remain on the ground floor, where it is vulnerable to magma, or go outside, where it is no longer a problem.

If the forgotten beast stays in place and you can remove the doors, Sizik's plan should kill it.

Title: Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!

Post by: Cheddarius on July 12, 2010, 01:39:07 pm

Excellent! I'll try that.

Title: Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!

Post by: Cheddarius on July 12, 2010, 02:35:02 pm

Where is the lever in question? I can't find it.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!**

Post by: **Cheddarius** on July 12, 2010, 02:55:19 pm

We killed it! We killed it!

I tried to block it off and flood it with magma, but it was near the doors, so nobody was willing to deconstruct the doors. And then it escaped - but our militia killed it!!!!

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!**

Post by: **Sizik** on July 12, 2010, 03:01:39 pm

Quote from: Cheddarius on July 12, 2010, 02:55:19 pm

We killed it! We killed it!

Excelle-

Quote from: Cheddarius on July 12, 2010, 02:55:19 pm

I tried to block it off and flood it with magma, but it was near the doors, so nobody was willing to deconstruct the doors. And then it escaped - but our militia killed it!!!!

... Savescum and try again!

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!**

Post by: **Cheddarius** on July 12, 2010, 03:08:25 pm

Hah! If you can't do it with magma, you might as well not do it at all, eh? :P

With the beast gone, every day is sunshiny and fine, and all things go well!

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!**

Post by: **Cheddarius** on July 12, 2010, 04:23:37 pm

Aw frig, another forgotten beast! What's wrong with this fortress?!

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!**

Post by: **Cheddarius** on July 12, 2010, 04:54:03 pm

Apparently this one has trapavoid; I saw it go right over a cage trap without being caught.

The military will have to deal with it, I guess.

It's on level -3, the level we've mined out extensively.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!**

Post by: **Cheddarius** on July 12, 2010, 05:13:46 pm

Oh god.

It killed Onul.

Our militia has been reduced to two dwarves, one of which is sleeping.

I've remade our militia with the best military I could get (not very good, no legendaries at all). But, I can't make a squad. I need a militia commander, but the nobles screen won't let me appoint one. The option doesn't even show up.

Meanwhile this forgotten beast is terrorizing everyone on this one floor. They all run away, so nobody gets hurt, but nothing gets done either. It's going a lot slower than before. I think this may be because the military damaged it a bit. Before it was red body, both wings cut off; now it's red body, both wings cut off, but it seems to be a bit more damaged... It's a mud demon, by the way. So that may be why the military isn't harming it so much.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!**

Post by: **Urist Mcinternetuser** on July 13, 2010, 03:47:33 pm

If you haven't killed it yet, just make the whole fort into a bunch of squads and attack it. Imagine 160ish dwarves attacking it... if possible (I have never tried making that many squads). That would be very fun.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!**

Post by: **Cheddarius** on July 13, 2010, 07:12:05 pm

I can't make a squad. I don't know why. I think it might be because my militia commander died. But I can't appoint a new one for some reason.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!**

Post by: **Microcline** on July 13, 2010, 07:53:36 pm

If the bugs have gotten bad enough to make your turn unenjoyable, there's nothing wrong with savescuming.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!**

Post by: **Cheddarius** on July 13, 2010, 08:51:24 pm

I'm not sure if it's a bug or not.

Should I savescum to before the forgotten beast arrived and wall off those entrances, then?

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!**

Post by: **Graebeard** on July 14, 2010, 07:56:39 pm

I would, unless you think you can beat the forgotten beast. If it's just a bunch of cancelspam I'd say reset.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!**

Post by: **Cheddarius** on July 14, 2010, 09:40:16 pm

Okay, I savescummed. Working on the fortress again.

(I'm placing a Pet Rehabilitation Center underground; I know I'm not supposed to build underground, but it's only around ten tiles and it's not a significant thing...)

Also I placed an, ah... sculpture project underground. But that's not really part of the fort.)

Ongoing projects:

Make a bedroom floor

Mine out microcline

Slaughter some animals

Title: Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!

Post by: **Cheddarius** on July 15, 2010, 04:52:26 pm

I managed to make most of my new bedroom level. Pet Rehabilitatoin Center was not that successful. However, I did slaughter a lot of animals.

Save: <http://dffd.wimbl.com/file.php?id=2701>

Title: Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!

Post by: **Sizik** on July 16, 2010, 12:26:13 am

Map. (<http://www.mkv25.net/dfma/map-9167-skyscrapesthetower-fortress>)

Next up is Graebeard.

Title: Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!

Post by: **Graebeard** on July 16, 2010, 10:38:48 pm

Of course it's my turn right when my road trip comes around :-[

I'm only going to have intermittent computer access for the next 30 days, so I'm going to bow out for now. I'd love to take another crack at it when I'm back, though.

Title: Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!

Post by: **Sizik** on July 17, 2010, 12:21:59 am

Just make a post in the thread, and you can take your turn anytime you're ready.

Next up is John Keel.

Title: Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!

Post by: **John Keel** on July 17, 2010, 11:59:28 am

Aww yeah. I'm planning some rather large stuff- anyone object to me extending the entrance through the riverbed, or extending it so that you must enter through a floodable tunnel?

Title: Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!

Post by: **Cheddarius** on July 17, 2010, 01:07:20 pm

It isn't necessary; we don't have goblin ambushes. But of course you can do it if you want.

Title: Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!

Post by: **Sizik** on July 17, 2010, 02:56:40 pm

Quote from: Cheddarius on July 17, 2010, 01:07:20 pm

It isn't necessary; we don't have goblin ambushes. But of course you can do it if you want.

We could try to piss off the humans and hope they eventually siege us.

Title: Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!

Post by: **Cheddarius** on July 17, 2010, 04:28:35 pm

We'll have to get a good army first. And training is bugged, so that might not happen.

Title: Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!

Post by: **John Keel** on July 17, 2010, 05:09:10 pm

Oh, that reminds me. I'll start playing tomorrow, so before I do that- what version should I be using? AFAIK, the saves should be compatible with 31.10, but am I forgetting something?

Title: Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!

Post by: **Cheddarius** on July 17, 2010, 05:14:48 pm

31.10, I think.

Title: Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!

Post by: **John Keel** on July 18, 2010, 04:41:18 pm

We seem to have a lot of forgotten beasts underground. Although I can't really handle the military system, they should all be killable as of the newest release, so the next person might want to try.

Title: Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!

Post by: **John Keel** on July 20, 2010, 11:19:00 am

NOTE: All soap has been forbidden to stop the "clean self- area inaccessible" bug. Unforbid it if someone is wounded. I have taken a siege operator (with a custom job title as hauler) for myself. Also, the main staircases have been designated as high-traffic areas. I'm going much slower than I expected, due to being more used to 50 fps than 10- I probably won't finish my entire year before I leave at the end of the week.

Diary of "John Keel" Atisostath

1st Granite, 1064

The new year has come, and something feels... different. Yes, with the exception of the strange beasts, the fort is somewhat peaceful, but there's a faint feeling of wrongness. Perhaps it's just me being nervous- after all, it is my first day taking part in leadership of the fort. Maybe if I make it easier to kill those who might attack us things will seem safer. Since no one claims to be a mechanic, I will be taking over the production until someone steps up. After all, I was once a fairly talented siege operator. It can't be all that different... I'll start with a rapid intruder-flooding mechanism while I expand the dining room. I also need the miners to stop lazing around and reopen our Dwarven Infinite Reactors.



3rd Granite, 1064

Oh kittens. We have no easy way to refill the infinite reactors without the power they provided in the past. I hope that my fellow dwarves are good with pumps. I'll have to cage the animals all over the fort- they're quite distracting, and make everything seem slower.

9th Granite, 1064

We've gotten the wheels running. The reservoir isn't full yet, but thanks to the Armok-blessed miracle of Dwarven Science, what little water there is will power the wheels and pull up more water.

10th Granite, 1064

Some minor flooding has occurred when the generator was allowed to fill beyond capacity. Everything should be fine.

11th Granite, 1064

PULL THE LEVER, YOU STUPID BREWER! RUN!



Magma is too good for him.

17th Granite, 1064

It has come to my attention that some dwarves have been left out to decay, instead of receiving coffins. This must be rectified.

27th Granite, 1064

Someone else ("Deler Solozakrul") finally stepped forward to help with mechanics. He's an adequate mechanic, if not great.

Aaand he's an idiot as well. While trying to connect the cutoff lever, he fell into the power generator. There's a boulder with him, though, so he should be able to quickly deconstruct the floor and block the gap with a ramp, then finish the job. That is, if it's not too much for his small brain.

28th Granite, 1064

That utter moron. He FELL DOWN THE HOLE LEFT BY THE FLOOR. Hopefully, our pumps will prevent too much spillage while I create a door-hole to access the dry spot and close up the hole. I'm having my fellow dwarves build floodgates and a door as a temporary solution to make sure nothing else leaks out of the hole we open to close the first one.

2nd Slate, 1064

The floodgates and door have been installed. There's only minor leakage for a change.

6th Slate, 1064

I'm starting to doubt rescuing Deler was even worth it.



7th Slate, 1064

What the Fun? He wasn't even near the water... [images 4, 5]

→ Kosoth Ducimaran, Mason has suffocated.



8th Slate, 1064

WHY ARE THESE DWARVES SO ATTRACTED TO FALLING DOWN THAT HOLE?



10th Slate, 1064

The hole is finally closed. This is the water that made it through in the end:



We will now begin construction of the top floor. Hopefully nothing interesting will happen.

13th Slate, 1064

Something fishy is going on here. We need more traps.

→**The Stray Kitten** *(Tame)* has bled to death.

14th Slate, 1064

Migrants. Hopefully they won't be morons, and maybe there'll be a mechanic.

...
Ooh, they might be useful. High Master Wound Dresser/Surgeon, High Master armorer, some useless WHY DID ANOTHER KITTEN JUST BLEED TO DEATH?

This is clearly a sign from Armok. He wants more mechanics to build deathtraps, as I thought. I'll make a migrant join me in my OH SHIT NOW A FULLY GROWN CAT DIED OKAY OKAY TWO MIGRANTS

Domas Likotaser, Cat *(Tame)* has bled to death.
Nil Eraladas, Hauler cancels Store Item in Stockpile: Resting injury.
→Thikut Unolrigeth, Militiaman cancels Drink: Resting injury.

THREE OF THEM

[Note: I have no clue why this is happening. Did something have poisonous blood? All the announcements zoom to tiles covered in it.]

This is bad. We must build not just traps, but a temple to Armok on the new floor in addition. I will be its Mechanical Priest, and the migrants will be acolytes. I just hope I can convince the others before the Forgotten Beasts start teleporting through walls and kill us all.

18th Slate, 1064

The injury reports keep pouring in. So far around 20 people have been hurt by some unexplainable thing. I only hope we can get the temple built fast enough.

20th Slate, 1064

Crap. "Kezar Bothon Rotik" has broken an axle. I have no idea how it happened- maybe my joke of teleporting beasts became reality. All the stairs lead nowhere. I'll try and see how the military can handle him after reopening the way...

21st Slate, 1064

This is very bad. Now "Arak", another forgotten beast has moved. He's taken down 2 doors so far. Both of these were thought safely kept out of our mechanisms- somehow they're getting in.

...
SWEET ARMOK, HE'S BREAKING THE MAGMA PUMPS! CHAAARGE!

23rd Slate, 1064

Wait, why is my army heading upstairs?

24th Slate, 1064

Seriously, you guys, what are you doing? I told you to be stationed right above the former block, not to stand around without gear.

25th Slate, 1064

Those morons. I've told them to just station themselves near the beasts- let's see how that works.

Where the hell is the rest of my army?





There we go.



Wait a minute- why do only two of the five down there have any equipment at all? These people are stupider than I thought.

Pew. We've beaten them both- WHAT?

Bomrek Sanrebalath, Militiaman has bled to death.

Kadol Vabokostuk has become a Dver.

That moron. Arak, the beast that killed him, went down in 3 swings of an axe- he only died because he refused to do anything but go streaking, instead of actually putting on armor or maybe grabbing a weapon.

26th Felsite, 1064

Reconstruction has begun of the pumps. Maybe things will get a bit better now that we've shown some properly dwarven strength in dealing with beasts.

7th Felsite, 1064

So many random injuries... they just won't stop coming. I have decided on a plan for the temple: there will be one chamber full of coffins to honor our most dwarven dwarves, a passageway of spike traps to get anywhere else on the floor, some mechanic workshops to create deadly tribute, and then rooms for myself. As the priest of this temple, I should CLEARLY get some very nice living space. Some of the other dwarves are a bit annoyed about the whole thing, but I doubt they'll rebel.

18th Felsite, 1064

THIEEEEF! PROTECT THE HOARD FROM SKULKING FILTH!



ANOTHER ONE! GET THEM, WAR DOGS!

... Fine. GET THE OTHER ONE TOO, LEGENDARY AXEDWARF!

Ugh. One got away. The other was slaughtered though.

20th Felsite, 1064

ANOTHER THIEF! KILL IT!

Heh. Wimpy kobolds. They die so fast.

[It is HARD writing so much. I probably won't do as much for the rest. Anyway, that's the first season.]

Dwarf Fortress
Kezar Bothon Rotik, Forgotten Beast
"Kezar the Murk of Nettles"

upper body
lower body
head
right upper arm
left upper arm
right lower arm
left lower arm
right hand
left hand
right upper leg
left upper leg
right lower leg
left lower leg
right foot
left foot

g:Gen i:Inv p:Prf w:Wnd z:St
Escape: Done

Idlers: 4
Numb

That's bizarre, that Arak went down so easily. In my turn, he quickly slaughtered every last militiaman and was starting to rampage. I had to savescum.

You should definitely wall off wherever Arak came through, though. I thought I'd blocked his exits but apparently not.

Yeah, so if you look on floor -1, the mining floor, and go northwest, you'll see a long hallway, doors at both ends. At the end of the hallway is a lever. This activates upright spikes in the hallway. What I do, to raise FPS and prevent catsplosion, is tell dwarves with cats to pull the lever, and then lock the door behind them. When their cats follow, I lock the door behind the cats too, so the dwarves skewer their own cats over and over again. A few times, because I thought it was funny, I let the cats be stabbed onto the verge of death and then let them go. They're probably the ones who bled out.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!**

Post by: **John Keel** on **July 20, 2010, 01:34:09 pm**

I actually was just looking through the raws, and I think I know why now- troll blood has some sort of poisonous reaction. I'm not sure why it reports as death by blood loss, or why people won't clean it up, however.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!**

Post by: **Microcline** on **July 20, 2010, 02:31:47 pm**

I was wondering what happened to all of the mechanics, so I looked at the save. I found out that my dwarf died sometime during the previous turn. The fortress seems to be losing mechanics left and right.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!**

Post by: **John Keel** on **July 21, 2010, 01:24:03 pm**

Which levers control the obsidian generator? We're running out.

EDIT: Derp, never mind. I was expecting them to be higher up rather than near the bottom.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!**

Post by: **John Keel** on **July 21, 2010, 08:21:07 pm**

Note: Looks like I might actually finish. Any advice on how to get rid of all the troll blood? The dwarves don't want to because it's above ground.

6th Hematite, 1064

The shell for the small-scale Dwarven Perpetual Motion Machine to power the drowning trap with is complete. Some mechanisms and the waterwheel have already been placed as well. The ceiling of the temple is well underway, but we may need more obsidian.

14th Hematite, 1064

The flooding trap is almost complete. Once its water source has been filled, we can build a pump and it will be complete.

21st Hematite, 1064

We got no migrants this season. I'm a bit happy, truthfully.

22nd Hematite, 1064

Our weaponsmith has been possessed. Armok is clearly pleased with our progress.

28th Hematite, 1064

This should be good- he's collected a lot of material, and isn't finished yet.



1st Malachite, 1064

AS Zimesnra, Dwarven Child cancels Clean Self: Resting injury.
Mörul Shovethudil, Pet Rehabilitat has succumbed to infection.
Zulban Razesathel, Dwarven Child cancels Clean Self: Resting inju

What? Why is this suddenly happening now? Have we grown complacent?

I know! For your glory, Armok, I will live with magma always near my bed. A single pull of a lever, and my bedroom will be full of your glorious blessing. The floor above, too, will be full of it. In a personal method of coping, Onul Thaddastot has banned the export of tables.

Finally, to top off this eventful day, a forgotten beast has arrived. We can just block it out, though.



4th Malachite, 1064



It has begun... and with quite an impressive collection of materials.

10th Malachite, 1064



IPS: 100 (44) Solozarek, "The Worshipful Church", a silver spear
This is a silver spear. All craftsmanship is of the highest quality. It is encrusted with brown zircon, decorated with rope reed fiber and one-humped camel leather and encircled with bands of goblin-cap. This object is adorned with hanging rings of green glass and menaces with spikes of silver and obsidian. On the item is an image of a blazing sun in donkey bone.

He's finally finished his project. A silver spear- perfect for the spike traps in the temple. Especially since it's a spike that menaces with more spikes! Too bad Rovod didn't learn anything from this whole thing.

24th Malachite, 1064

A rather stupid mason trapped himself on the roof of my tomb while deconstructing the bridge he used to get there. I guess we can just build him a ramp, but it hardly feels worth it.

4th Galena, 1064

We need more obsidian. This should be interesting... Luckily, my predecessors left notes.

6th Galena, 1064

The first layer is full of magma. Now it's time for water.

9th Galena, 1064

The water draw is rather substandard. I still haven't finished the water pumping. Maybe pumping from the river's source will speed things up...

10th Galena, 1064

The layer is finally complete. Time to mine...

15th Galena, 1064

Mining is going very slowly. Only two of the three are actually working, and we're about a quarter done. Down on the ground floor, some dwarves are doing work on an increased-flow water pump system.

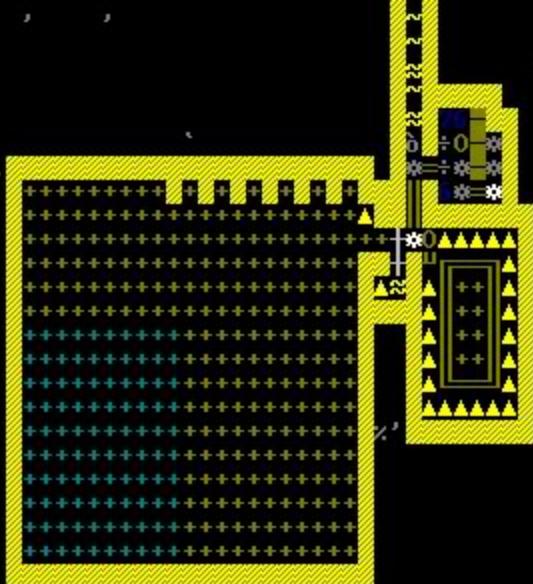
19th Galena, 1064

A human caravan! It's a tough decision to make.. do I test the drowning system on them, or do I trade? Let's see what they have. There's always the elves if we spare these folk.

21st Galena, 1064

Just as the caravan enters the tower, the flooding device is completely floored over. No trees will grow in it. All that's left is channeling the holes to allow in water.





22nd Galena, 1064

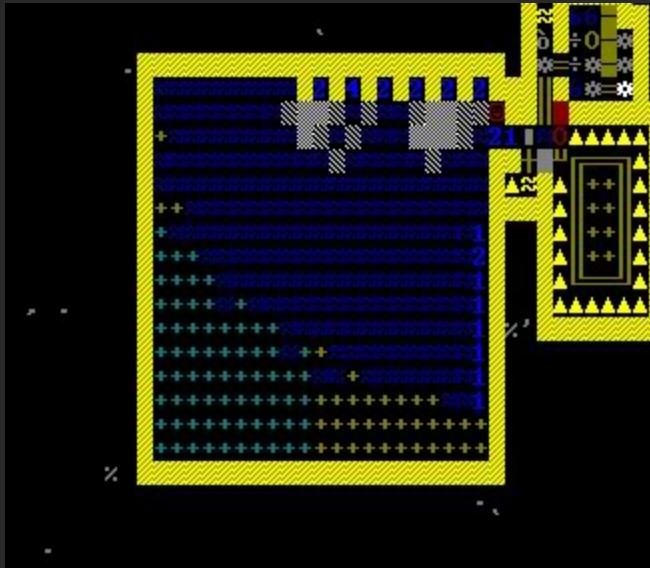
Aaand of course a miner has to almost drown. He should be glad that I installed doors in the bottom layer.

WAIT, WHAT THE HELL? THEY'RE ALL FALLING IN OVER AND OVER!

Damn lemmings. At least it makes the reservoir suitably bloody.

23rd Galena, 1064

NO! NO! BAD KID! THAT IS NOT A BATH! WHY DO YOU EVEN NEED A BATH? YOU'RE A DWARF, NOT AN ELF!



24th Galena, 1064

And now there's two of them, of course. And people are playing in the moat due to its temporary lowered level. I have told everyone to stay out [designated restricted traffic] in the hopes that they will pay attention.

26th Galena, 1064

Hey! Broker! Wake up and get over to the depooaaugh thief! Kill it!

27th Galena, 1064

It got away. Dammit!

28th Galena. 1064

Half a year has already past. Hopefully I'll be able to finish all my projects before the rest is up.

[Seriously- should I kill the humans? Or should I wait for the elves and then kill them if they're lacking in strange animals?]

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!**

Post by: **Chedarius** on July 21, 2010, 09:05:51 pm

Wait for the elves.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!**

Post by: **Microcline** on July 21, 2010, 10:15:05 pm

Do the elves have access to the fort? I don't remember seeing them during any of my years.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!**

Post by: **Sizik** on July 22, 2010, 11:58:13 am

No elves, just humans and kobolds.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!**

Post by: **John Keel** on July 22, 2010, 04:29:54 pm

Another forgotten beast got in, and the only militaman to bring a weapon with them got killed. Anyone mind if I mod in some natural weapons to dwarves temporarily? I can't exactly savescum (I already tried- the only save I have was too late to stop it from getting in).

EDIT: No objections yet, and I'm low on time- I'm just going to go ahead.

1st Limestone, 1064

My advisors have informed me that there are not actually any elves that come to the fort. I'm a bit happy, but also sad that we can't test traps on them. Those humans better hope they have nice goods for trading.

3rd Limestone, 1064

Broker! It's bad enough that you sleep for half a week, you don't need to clean off when you wake up! Get to the depot!

5th Limestone, 1064

WHY THE HELL ARE YOU NAPPING YOU STUPID BROKER
I DON'T CARE IF YOU THINK YOU'VE BEEN INJURED
GET TO WORK NOW

7th Limestone, 1064

YOU WUSS! WHY DOES IT TAKE YOU SO LONG TO HEAL?

9th Limestone, 1064

Finally. Let's see what the humans have... Ooh, lots of metal bars, raw clear and crystal glass... Rope and waterskins, not so useful but we don't exactly have anyone who could make them and they're cheap. Lots of bronze items to melt down... A bunch of cages, pretty much useless... Barrels of blood! The perfect offering for the temple! We must have them! Booze too, this is pretty good. Bronze weapons, those are nice but we could make better ones. A huge amount of large bronze armor... stupid humans. Why would we want that? I guess we can melt the cheaper stuff. Bags of sand? What the hell? We're practically swimming in sand. Just plain bags we could always use more of, though. A couple kiloUrists of cloth and leather, which we'll never use if we get. Lots of bolts which, again, are overpriced and which we could make better versions of. Cheap meat, but we have around 2000 meals worth of it already. Nope. Might as well grab some fish, though. Turtle meat is supposed to be delicious. We need plants, too, for brewing. Cheese! I haven't seen that in a while! Some medical supplies, might as well get them since they're cheap. Our final bill is D\$ 9627, but we've got plenty of goods to cover it. Lots of gold chains. Hmm... Wow, these are rather poor traders for humans. Only D\$ 319 for profit and they accepted! Back to work, everyone.

15th Limestone, 1064

Ahh, that cheese was worth it.

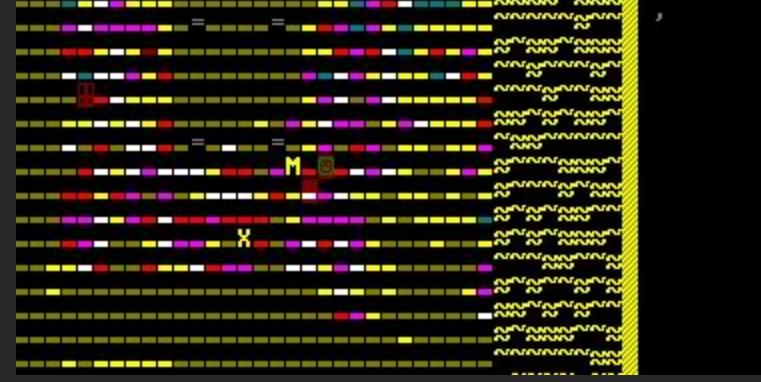


20th Limestone, 1064

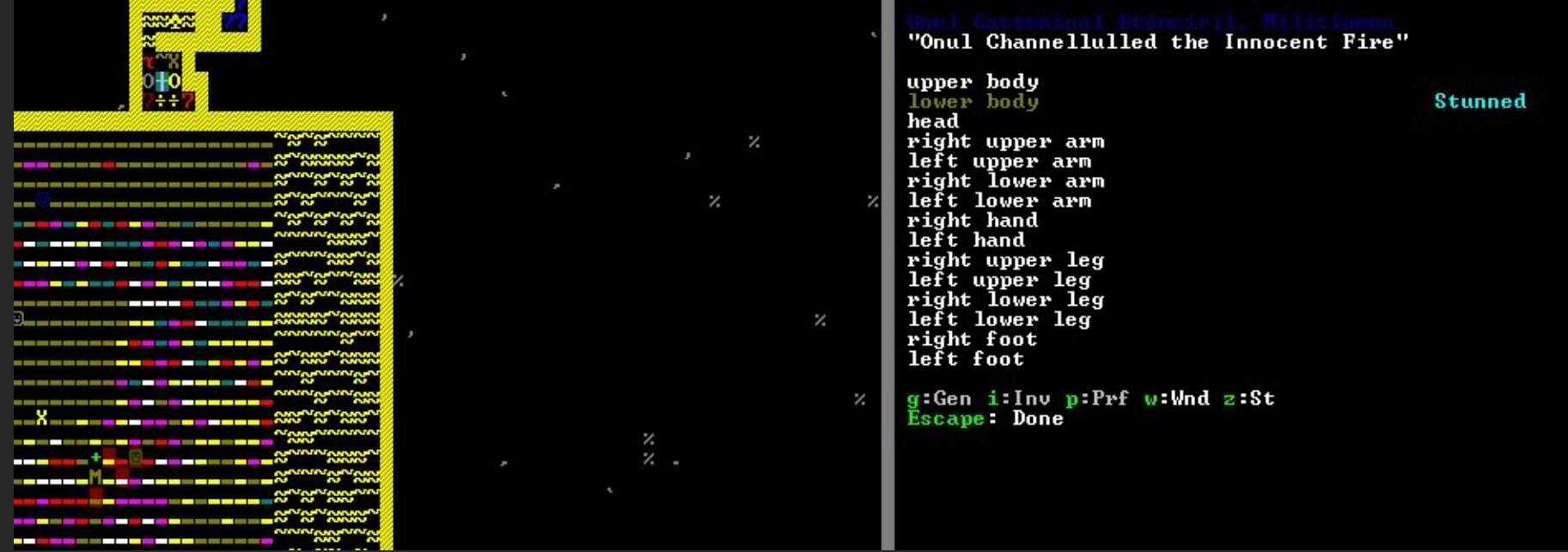
My rooms are constructed. All that remains is to complete the magma reservoir and fill it, as well as finish linking up the levers of doom to their respective hatches and doors. Luckily, I have been informed that obsidian will not melt.

21st Limestone, 1064

ARMOK'S UNDISTILLED BLOOD, THERE'S A FORGOTTEN BEAST IN THE WOOD STORAGE AREA! TO ARMS!



Onul Catteninal is a hero. I have never seen such a rapid response time. It only took him two hauler casualties to reach the beast and begin fighting. Maybe this will be your fourth forgotten beast kill?



Dammit. Another military member (this time Vucar, a wrestler) arrived just as he died. A little too slow... And he's only wearing a mail shirt for armor. Let's hope he survives long enough for someone with a weapon to arrive.

Nope, now he's dead too. These are the beast's wounds at this point:

Esaga Rethineca Meliisa, Forgotten Beast
"Esaga Diedooze the Murky Shafts"

upper body
lower body
head
right front leg
left front leg
right front paw
left front paw
right rear leg
left rear leg
right rear paw
left rear paw
tail

Numb

g:Gen i:Inv p:Prf w:Wnd z:St
Escape: Done

I am deeply thankful to the war dogs that are distracting it while the rest of the militia gets there.

THOSE IDIOTS! They're grabbing food and drink before they head out! Lucky I noticed before too much time passed...
[they were set to carry 1 drink and 3 units of food...]

All the dogs are dead now. They did some damage, though:

Esaga Rethineca Meliisa, Forgotten Beast
"Esaga Diedooze the Murky Shafts"

upper body
lower body
head
right front leg
left front leg
right front paw
left front paw
right rear leg
left rear leg
right rear paw
left rear paw
tail
horn
second toe, right front paw

Numb

g:Gen i:Inv p:Prf w:Wnd z:St
Escape: Done

22nd Limestone, 1064

Some more militiamen have finally arrived, though the idiots brought no weapons:



24th Limestone, 1064

They can do nothing but bruise it. Oh great Armok, please help us!

25th Limestone, 1064

I wasn't expecting that to work, but it did! For a moment, it looked like the soldiers sprouted tentacles and claws to kill the beast with!
[modded them in for a moment, instructions to do it again are in creature_standard] It's certainly dead, but there's no evidence of them being anything but normal now. I just hope we can wall off the entrance before something similar happens.

The final carnage (note the stupid dwarves that all ran down the stairs but wouldn't run back up):



Now I have to recreate a squad, since the leader of the last one died... unfortunately, all the dwarves are scared and refuse to be the militia commander. [that stupid bug where the position disappears]

6th Sandstone, 1064

Nothing interesting has happened in a while. Progress is continuing on the topmost floor.

8th Sandstone, 1064

The forgotten beast Mishos Gósmerlumnum Damid has come! A huge one-eyed viper. It has a long, swinging trunk and it is slavering. Its lemon scales are round and close-set. Beware its poisonous bite!

Press Enter to close window

Not like we really care. It'll just be kept out, considering no one wants to be part of the military.

14th Sandstone, 1064

The top floor's floor is complete- all that is left is walling it in and filling it with magma.

18th Sandstone, 1064

We're almost done with the walling, but we need more obsidian. Dammit.

7th Timber, 1064

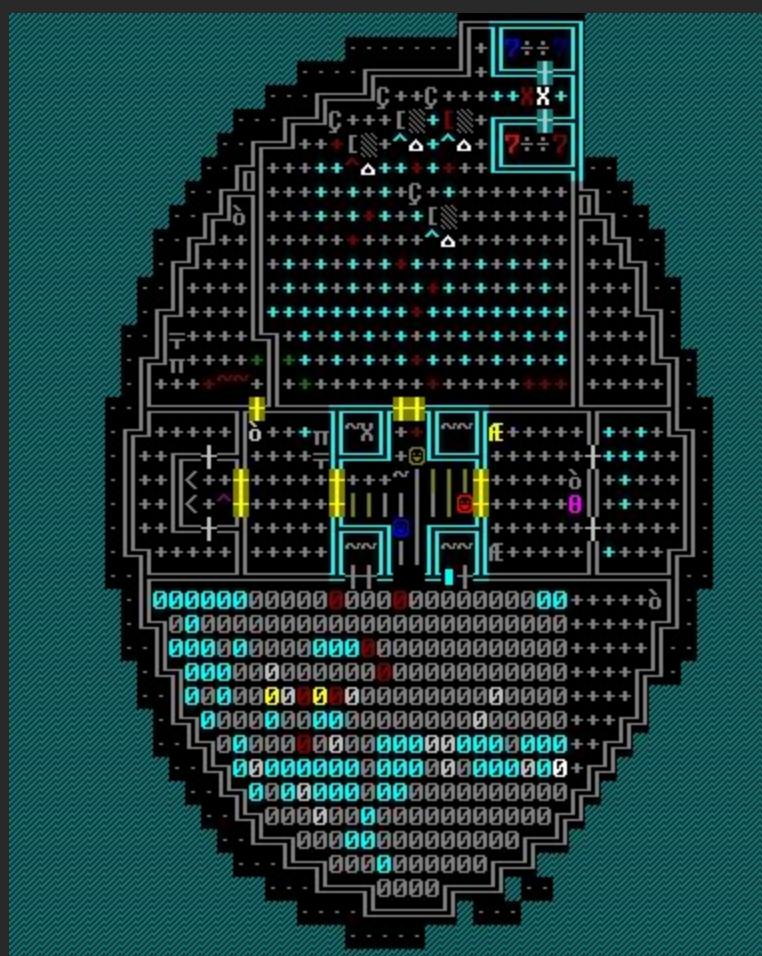
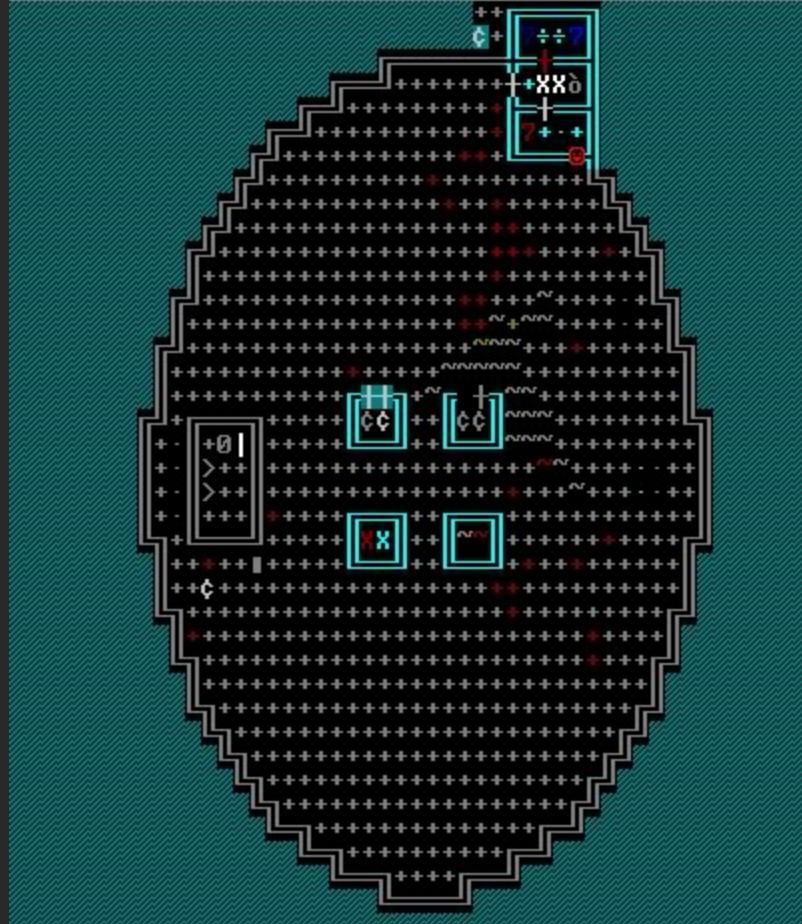
I was browsing the fortress while I waited for the last few walls to be installed, when I noticed this:



What the hell? They're just stuck there.

10th Timber, 1064

Time to start pumping.



15th Timber, 1064

The magma is flowing. Excellent.

17th Timber, 1064

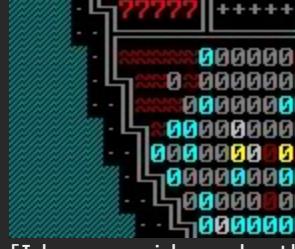
A dwarven caravan has arrived, along with the liaison. More booze for everyone!

Wait... "A diplomat has left unhappy." Why?

Ohh. There's no mayor. It probably used to be the head militiadwarf.

19th Timber, 1064

OH SHIT OBSIDIAN MELTS DAMN LYING ADVISORS



[I have no idea why that happened. Obsidian hatch with obsidian mechanisms... Obsidian has a higher melting point than diorite, which isn't melting. Maybe it's the [LAVA] tag. The coffins are also melting.]

Luckily, that section was already doored off, as I had included a lever to pour magma in for Fun. We just need new entrances to that floor.

21st Timber, 1064

Poor elite masons. Losing so many masterwork coffins...

24th Timber, 1064

Shorast, a mason, is throwing a tantrum over the loss of his masterwork.

And of course a Forgotten Beast takes this opportunity to start smashing pumps. I'll leave that for the next person to handle- I have no idea how to convince these people to start fighting again.

25th Timber, 1064

Iden Kuletgusil, another mason, has been stricken by melancholy. Poor guy.

27th Timber, 1064

Shorast just can't decide what to do. He calms down, then throws another tantrum.

[I'm ending my turn early. I have to leave on Sunday, and I don't really feel like finishing up the year by rushing it. I do ask that the next person finish up the spike traps on the temple floor with 3 copper spears each and link them to the lever in the north-west with the appropriate note. Save is here (<http://dffd.wimbl.com/file.php?id=2792>).]

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 22 z-levels!**

Post by: **Shaostoul** on July 23, 2010, 11:42:43 am

I'm going to have to delay my turn for now. I've been extremely busy and don't know whether or not I'll be able to spend enough time on DF for playing a succession game effectively.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 25 z-levels!**

Post by: **Sizik** on July 23, 2010, 05:24:15 pm

Uploaded map here (<http://www.mkv25.net/dfma/map-9241-skyscrapesthetower-fortress>).

Next up is deathstar175.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 25 z-levels!**

Post by: **deathstar175** on July 23, 2010, 05:44:46 pm

Downloading now, it's been an interesting story so far I will try to keep it that way.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 25 z-levels!**

Post by: **Sizik** on July 24, 2010, 01:39:56 am

I uploaded a Youtube video (<http://www.youtube.com/watch?v=OMYwIT0oXPI>) of a fly around using DFize. (<http://www.bay12forums.com/smfp/index.php?topic=61664.0>)

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 25 z-levels!**

Post by: **deathstar175** on July 24, 2010, 10:17:48 pm

Alright... looks like I can't do this... My computer as good as it is is only pulling 2 fps. Go ahead and skip me.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 25 z-levels!**

Post by: **Sizik** on July 25, 2010, 01:21:05 pm

Quote from: deathstar175 on July 24, 2010, 10:17:48 pm

Alright... looks like I can't do this... My computer as good as it is is only pulling 2 fps. Go ahead and skip me.

Have you tried fiddling with the PRINT_MODE settings?

Next is tbino.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 25 z-levels!**

Post by: **deathstar175** on July 25, 2010, 01:38:29 pm

I tried most of them, the best I got was 2 fps. Might just be the size of the fortress area playing havoc on my pc.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 25 z-levels!**

Post by: **Urist Mcinternetuser** on July 26, 2010, 12:11:47 pm

What's the average fps you people get on skyscrapes? Currently.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 25 z-levels!**

Post by: **Urist Mcinternetuser** on July 26, 2010, 07:26:38 pm

Tbino called me, he's going to skip his turn, being that he doesn't have internet access for the next several days. He can verify this soon.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 25 z-levels!**

Post by: **Urist Mcinternetuser** on July 26, 2010, 11:13:09 pm

He can play when he gets internet, on Saturday.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 25 z-levels!**

Post by: **Sizik** on July 27, 2010, 12:40:48 pm

I guess that means it's my turn.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 25 z-levels!**

Post by: **Sizik** on July 28, 2010, 08:55:34 pm

Actually, I don't have much time to play nowadays. You wanna take the next turn, Urist Mcinternetuser?

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 25 z-levels!**

Post by: **Japa** on July 28, 2010, 08:59:18 pm

stick me on the end of the list

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 25 z-levels!**

Post by: **Microcline** on July 28, 2010, 10:30:11 pm

I won't be available until Saturday either, so the list should probably go

Urist Mcinternetuser
tbino
Microcline

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 25 z-levels!**

Post by: **Urist Mcinternetuser** on July 28, 2010, 10:53:31 pm

Cool, I'll play.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 25 z-levels!**

Post by: **Urist Mcinternetuser** on July 28, 2010, 10:57:37 pm

Should I use John Keel's save?

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 25 z-levels!**

Post by: **Sizik** on July 29, 2010, 12:25:56 am

Yeah, that's the latest one.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 25 z-levels!**

Post by: **Urist Mcinternetuser** on July 29, 2010, 12:26:32 am

Alright.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 25 z-levels!**

Post by: **Twobead** on July 29, 2010, 10:50:35 am

Dear gods, this is funnier than i can express.

Considering how many dwarves you have its a real bloody tragedy that you cant seem to get the military to function properly. That noble screen bug shouldnt be a problem anymore. Im not sure why its giving you guys so much trouble.

Long live Skyscrapes. Your terrifying mechanical wonders baffle me. Ive been playing for years and i still cant work out mechanics. Magma is something my poor bastard dwarves can walk to, bugger pumping.

Hell if you need players i am probably able to put in a turn, though im not enthused by your current FPS.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 25 z-levels!**

Post by: **Urist Mcinternetuser** on July 29, 2010, 12:44:09 pm

Going to post the save. All I did was customize a Dwarf. FPS!!!!!!!!!!!! WHY?!?!?!

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 25 z-levels!**

Post by: **Urist Mcinternetuser** on July 29, 2010, 01:05:51 pm

Here's the save <http://dfffd.wimbli.com/file.php?id=2854>

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 25 z-levels!**

Post by: **Urist Mcinternetuser** on July 29, 2010, 01:14:51 pm

Who should play now? Before Tbino and Microline.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 25 z-levels!**

Post by: **Japa** on July 29, 2010, 01:16:15 pm

if they won't, I will.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 25 z-levels!**

Post by: **Urist Mcinternetuser** on July 29, 2010, 01:35:03 pm

You might as well.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 25 z-levels!**

Post by: **tbino** on July 29, 2010, 02:26:09 pm

Might as well play before me, If I try to play on my laptop I will suffer massive FPS problems.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 25 z-levels!**
Post by: **Sizik** on **July 29, 2010, 05:41:19 pm**

It's probably due to the magma, which is half 6/7, half 7/7.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 25 z-levels!**
Post by: **Sizik** on **July 31, 2010, 01:18:09 pm**

bump

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 25 z-levels!**
Post by: **Cheddarius** on **July 31, 2010, 02:20:32 pm**

Japa's up, apparently.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 25 z-levels!**
Post by: **tbino** on **July 31, 2010, 11:58:13 pm**

I can now play, if Japa is not playing,
so add me after him.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 25 z-levels!**
Post by: **Japa** on **August 01, 2010, 12:10:17 am**

I haven't started yet, so you can go ahead.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 25 z-levels!**
Post by: **Urist Mcinternetuser** on **August 01, 2010, 12:44:12 am**

I would like to take a turn sometime. When I have a better computer. Might be able to play next weekend.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 25 z-levels!**
Post by: **Sizik** on **August 03, 2010, 01:04:47 pm**

So... who's playing?

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 25 z-levels!**
Post by: **tbino** on **August 03, 2010, 03:09:25 pm**

me.
:D

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 25 z-levels!**
Post by: **Sizik** on **August 06, 2010, 07:47:05 pm**

Well?

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 25 z-levels!**
Post by: **Outcast Orange** on **August 07, 2010, 12:19:01 am**

Can Japa grace us with some more screens from that Stone-thing thing?

Those are always so neat.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 25 z-levels!**
Post by: **Japa** on **August 07, 2010, 03:54:48 am**

Quote from: Outcast Orange on August 07, 2010, 12:19:01 am

Can Japa grace us with some more screens from that Stone-thing thing?

Those are always so neat.

why don't you do it?

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 25 z-levels!**
Post by: **Urist Mcinternetuser** on **August 10, 2010, 11:57:45 pm**

I don't think tbino is even playing... should someone else play?

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 25 z-levels!**
Post by: **Sizik** on **August 11, 2010, 02:05:18 am**

You want to try to play again?

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 25 z-levels!**
Post by: **Urist Mcinternetuser** on **August 11, 2010, 08:49:04 pm**

Not really.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 25 z-levels!**
Post by: **Maquox** on **August 11, 2010, 09:21:10 pm**

Can I get in line? :D

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 25 z-levels! NEED MOAR PEOPLE!!1!**
Post by: **Sizik** on August 11, 2010, 10:31:23 pm

Ok, next up is Japa.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 25 z-levels! NEED MOAR PEOPLE!!1!**
Post by: **Japa** on August 11, 2010, 10:36:29 pm

okay, I'm taking this up.

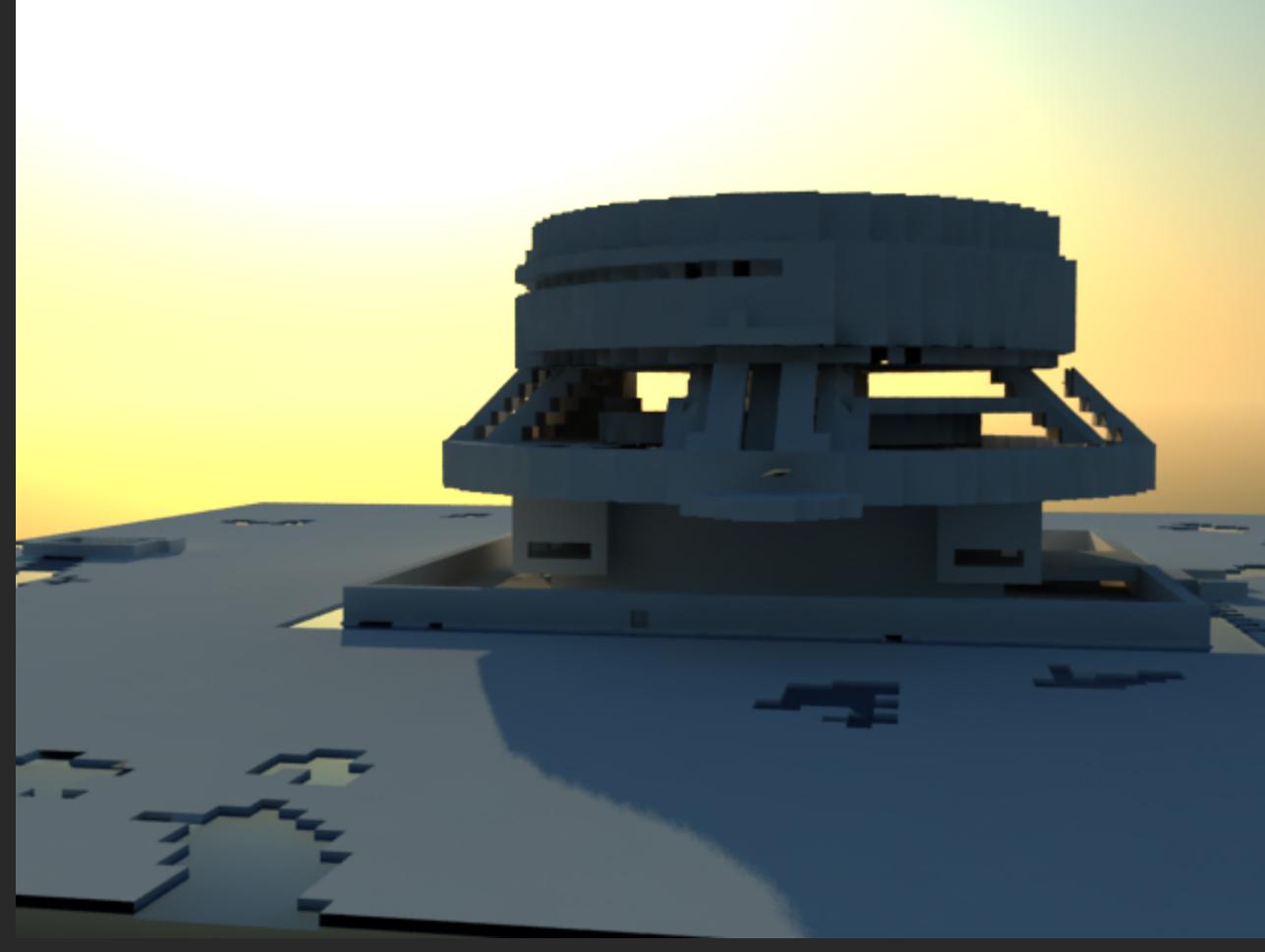
might take a little while, due to me having work, but there doesn't seem to be anybody waiting in line anyways, sooo....

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 25 z-levels! NEED MOAR PEOPLE!!1!**
Post by: **Urist Mcinternetuser** on August 12, 2010, 02:37:00 pm

Wow, there has been no progress since July 23rd.

Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 25 z-levels! NEED MOAR PEOPLE!!1!**
Post by: **Japa** on August 14, 2010, 11:57:50 pm

Spoiler: just putting this here... (click to show/hide)



Title: **Re: Skyscrapes, the Tower-Fortress! (Succession) 25 z-levels! NEED MOAR PEOPLE!!1!**
Post by: **darkwolf** on August 15, 2010, 01:38:01 pm

Wow. Just plain... wow. Wish I could get Stonesense to work, so I could make such awesome pics as that. Hope this tower gets built some more, it'd be amazing to see and/or draw!

EDIT: Got Stonesense to work, so happy. Also trying out Overseer.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**
Post by: **Urist Mcinternetuser** on August 17, 2010, 03:39:14 pm

Has Skyscrapes run its course? Because not much has happened.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**
Post by: **Sizik** on August 20, 2010, 04:10:23 pm

destagnate

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**
Post by: **Microcline** on August 21, 2010, 04:01:53 pm

We haven't had any progress reports from Japa (the 3D model looks excellent though), so the last update was on 23 July. Japa, are you still taking your turn?

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**
Post by: **Japa** on August 21, 2010, 07:40:02 pm

I've ben busy with other stuf, so if anybody else wants to take a turn, go ahead.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**
Post by: **dragonshardz** on August 21, 2010, 11:35:58 pm

I'd like to add my name onto the list somewhere...if no one's available to take a turn, slot me in.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**
Post by: **Microcline** on August 21, 2010, 11:53:14 pm

I'm downloading it now. I'll see what I can do about the fps issues.

edit

I'm getting about 15 fps. I'll see if this gets better after I remove some of the magma.

Journal of 'Microcline III' Besmaruz

After kicking out the squatters that had laid claim to my bedroom after the death of my predecessor and regaining my office and dining room, I prepared a report for the king about the state of the fortress.

-The magma pump stack is broken

-We have no less than seven forgotten beasts, although I have been assured that this time the underground is safely sealed.

-The upper dining room is not designated, and the food storage area is full of mason's workshops.

-Corpses

-On a positive note, the upper floor is ready for casting, although some of the magma has reached unorthodox places and will need to be pumped out.

So just another ordinary day at Skyscrapes.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**

Post by: **Japa** on **August 24, 2010, 02:41:00 am**

Spoiler (click to show/hide)

[Minecraft Index](#)



Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**

Post by: **Gutanoth** on **August 24, 2010, 11:03:57 am**

I just read this thread. could I be put on the list as well?

The 3d models are looking quite good, but what level are you guys currently on? I can't find any mention of what floor your on

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**

Post by: **Japa** on **August 24, 2010, 11:20:55 am**

/me looks at the thread title

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**

Post by: **Gutanoth** on **August 24, 2010, 12:29:09 pm**

oops. *facepalm* should really have noticed that :'(

I'm kinda new to these succession games. how long does each turn usually take?

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**

Post by: **Sizik** on **August 24, 2010, 09:07:46 pm**

Quote from: Gutanoth on August 24, 2010, 12:29:09 pm

I'm kinda new to these succession games. how long does each turn usually take?

Hopefully less than a week.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**

Post by: **Japa** on **August 24, 2010, 09:10:18 pm**

unless we're at the end of the lineup, and the last 3 people are busy.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**

Post by: **Microcline** on **August 24, 2010, 11:32:55 pm**

I've had two crashes within the first ingame week, so I'm going to skip my turn.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**

Post by: **fivex** on **August 25, 2010, 12:04:56 am**

Add me to the end of the list, please.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**

Post by: **Maquox** on August 25, 2010, 08:43:59 am

Ok I'll start then, just checking, I use the last save on the first post or microcline's save??
Also, version 0.31.12 right??

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**

Post by: **Japa** on August 25, 2010, 09:06:12 am

ayup

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**

Post by: **Djohaal** on August 25, 2010, 04:44:14 pm

Skyscrapes save + Fortress overseer + 3dsmax + vray + me =

Spoiler (click to show/hide)

:p

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**

Post by: **dragonshardz** on August 25, 2010, 07:38:42 pm

snags new wallpapers

All they need now is some coloring.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**

Post by: **TurkeyXIII** on August 26, 2010, 10:20:13 pm

Sign me up for a turn! What could possibly go wrong?

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**

Post by: **Maquox** on August 28, 2010, 03:26:14 pm

Sorry guys, but some personal matters are gonna force me out of this game for a while, sorry for the lost time...
good luck, sign me out :)

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**

Post by: **Sizik** on August 28, 2010, 03:52:02 pm

Ok, next is dragonshardz.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**

Post by: **Urist Mcinternetuser** on August 28, 2010, 04:51:23 pm

I think Skyscrapes is cursed...

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**

Post by: **dragonshardz** on August 28, 2010, 05:15:57 pm

I'm next?

Uh...link to save?

EDIT: Downloading now from here. (<http://dfffd.wimbl.com/file.php?id=2792>)

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**

Post by: **fivex** on August 28, 2010, 05:32:38 pm

Quote from: fivex on August 25, 2010, 12:04:56 am

Add me to the end of the list, please.

You added turkey to the list but you didn't add me.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**

Post by: **Sizik** on August 29, 2010, 08:57:52 am

Quote from: fivex on August 28, 2010, 05:32:38 pm

Quote from: fivex on August 25, 2010, 12:04:56 am

Add me to the end of the list, please.

You added turkey to the list but you didn't add me.

Whoops.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**

Post by: **Carpman** on August 29, 2010, 09:04:08 am

Sign me up, though I have no plans of reading this thread until my turn is over (it's funner that way) 8)

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**

Post by: **DreamThorn** on August 30, 2010, 01:28:45 am

Please add me to the list.

I love that 3-d display of the tower.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**
Post by: **dragonshardz** on August 30, 2010, 05:31:16 am

27th Timber, 1064 - Evening

It had been a long journey, but I made it. Skyscrapes. The Tower-Fortress. As I stood atop a nearby mountain, the light of the rising sun glinted off of the gold walls around the base of the mighty construction. It's awe-inspiring. Suddenly, I was struck with inspiration: create an engraving of the fortress from where I stood. I set up my portable easel and began to chip at the stone. Long hours later, I finished the last detail, and stood back to admire my work.

Spoiler (click to show/hide)

Yeah, I stole the top pic from Djohaal's post. Sue me.

I fell asleep with a feeling of accomplishment.

28th Timber, 1064 - Evening

I woke today well-rested and climbed the rest of the way down the mountain and onto the paved road leading out from the main doors. Truly, this tower is massive and beautiful. As I stood atop the great golden road, staring up at the massive blue-and-gold tower, a fellow dwarf rushed out of the entrance. I made to greet him, but he simply grabbed me by the arm and hauled me inside through a crowd of elves.

Filthy tree-huggers.

As we walked, the dwarf introduced himself. His name was John Keel, and he was the current overseer of Skyscrapes, until this morning. With a sob of relief, he pushed me into his office and said, "The job is yours now. Do us proud."

I looked around, bewildered, then shrugged and set to work cleaning the desk, reading a few reports as I worked. Seven Forgotten Beasts, a broken magma supply system, and myriad other problems. I could see why John Keel had relinquished his post. Still, no true dwarf gives up without giving it a go, no matter the insanity of the task, and I have a job to do: Build up.

OOC: This is just setting the stage, more-or-less. Nothing's happened ingame as yet, as I've just been looking around and trying to make sense of it all. A few questions, though:

- Is the magma pump actually broken?
- Why do we have a 2 z-level magma reservoir in the middle of the tower?

I'll try to post every day, or failing that, Monday-Wednesday-Friday over the next week or two.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**

Post by: **Sizik** on September 02, 2010, 05:09:26 pm

How goes it, dragon?

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**

Post by: **dragonshardz** on September 02, 2010, 08:05:03 pm

I haven't had a chance to actually play much yet. I don't have any classes tomorrow, so I'll likely spend a good deal of the day playing.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**

Post by: **dragonshardz** on September 03, 2010, 12:15:21 am

9th Moonstone 1064

Over the past week or so, I've noticed that everyone around here seems to be moving very slowly. A small area of channels I set to be dug out on level 21 has taken nearly three days to dig out. These channels, and the 1-dwarf-wide "spout" I've decided to be built will drain out an area of pressurized water on level 20. The water will fall down 20 levels to splash on the ground inside the perimeter wall. While I normally opt for more elegant solutions, this will work well enough. I plan to turn this drain into a 3-level apartment complex for myself, with a dining room and office on the access level, a grand bedroom on the upper level, and a burial chamber on the lower level. The thing will be capped by a dome made of green glass and an observation area.

Updating as I go. I'm getting around 9 or 10 FPS with just static water on level 20. I'll post a picture of the work area soon.

EDIT: Shit, DF crashed. I'll have to redo what little progress I made. Ah well.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**

Post by: **dragonshardz** on September 06, 2010, 09:27:11 am

I'm gonna have to bow out, sorry. Life has just hit me in the face, and the really low FPS isn't helping things any.

My apologies.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**

Post by: **Mountain-King** on September 06, 2010, 10:00:40 am

sign me up

luckily, i am immune to low fps

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**

Post by: **Gutanoth** on September 06, 2010, 11:59:57 am

ooh, is it my turn now? (starting from the save before dragon)

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**

Post by: **Sizik** on September 06, 2010, 12:24:54 pm

Yup.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**

Post by: **Gutanoth** on September 06, 2010, 01:07:35 pm

this save correct? (<http://dffd.wimbli.com/file.php?id=2792>)

Edit: What in the hell!?! Damn is this place a mess. Could anyone give me some cliff notes or something? (barring the, you know, obvious)

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**
Post by: **Sizik** on September 09, 2010, 05:11:46 pm

How goeth thine turn?

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**
Post by: **Gutanoth** on September 09, 2010, 05:56:11 pm

oh, erm, I was kinda waiting for an answer to my questions before progressing on ::). but i have a plan. We're allowed to claim any dwarf available as ourselves?

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**
Post by: **Sizik** on September 09, 2010, 11:15:57 pm

Yep.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**
Post by: **Sizik** on September 14, 2010, 01:47:12 pm

Still there?

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**
Post by: **Gutanoth** on September 15, 2010, 10:30:02 am

Sorry people for taking so long about finding out that I wouldn't be able to complete my turn. I'm really not very good with large amounts of dwarfs/mega constructs and the forgotten beast that crawled up the magma transference unit completely messed up my plans (he destroyed them as he went along). so unless I am certain enopugh of my skills to make an engravings gallery out of magma/water above groundi wont be able to. :'(

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**
Post by: **Maquox** on September 15, 2010, 02:25:22 pm

Armok has spoken, he doesn't like this fortress...

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**
Post by: **Sizik** on September 15, 2010, 02:29:26 pm

With that said, it's now my turn. Whee.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**
Post by: **Urist Mcinternetuser** on September 15, 2010, 07:24:21 pm

Sizik, You must break the curse. Still no progress since July 23rd if I'm not mistaken.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**
Post by: **Gutanoth** on September 16, 2010, 09:35:32 am

flip a massive birdie to armok if that is what is required to get this tower finished.

...

Just kidding....

please don't strike me down where is stand...

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**
Post by: **Sizik** on September 19, 2010, 11:07:23 am

Diary of Sizik II, 1st Moonstone

And the current ruler quits. Great. Who's going to manage the fort now? Me? I'm already manager, broker, *and* arsenal dwarf! Sigh. Well, it's not like I have anything better to do. A few plans for the rest of this year:

- **Block off passage to the caverns.** We don't need more forgotten beasts coming through.
- **Clear out the magma on top of the fort.** While having magma is nice, too much where it's not needed is a waste.
- **Renovate the dining hall.** It's too crowded for my tastes; let's make it bigger.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**
Post by: **Urist Mcinternetuser** on September 19, 2010, 02:53:54 pm

And Skyscrapes lives again!

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**
Post by: **dragonshardz** on September 19, 2010, 11:53:34 pm

I suggest clearing out the pressurized water and building a few coffins. It's what I was going to do.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**
Post by: **Sizik** on September 20, 2010, 04:36:21 pm

Diary of Sizik II, 1st Opal, 1064

The caverns have been blocked off, and the magma project has been completed.



Construction on the dinning hall is beginning.

8th Opal

An armorer went into a mood. He made a very nice shield

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**

Post by: **JoshBrickstien** on **September 21, 2010, 01:01:48 am**

I call turn 21! It will be cool to control the fort again, after so long.

I notice that nobody ever pulled the lever on my tomb. It would cause the whole tomb to go crashing to the ground. Likely best it wasn't pulled.

What version is the fort running on now?

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**

Post by: **Sizik** on **September 21, 2010, 10:03:30 am**

0.31.13

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**

Post by: **Sizik** on **September 21, 2010, 04:50:30 pm**

1st Opal, 1064

The expanded dining hall has completed construction, and I'm now processing the orders for the furniture. Also included will be a misting system to make the populace more happy.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**

Post by: **Maquox** on **September 22, 2010, 09:59:44 pm**

As a regular recommendation I am sureyou must know, please make a lever capable of completely extinguishing the misty waterfalls if you want to avoid fractal FPS.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**

Post by: **Sizik** on **September 23, 2010, 12:13:03 am**

Diary of Sizik II, 1st Granite 1065

Ah, a fresh new year, and a fresh new dining room.

It has 3x more space, and a built-in misting system, using the latest in misting technologies.

I've also started work on a tomb, since I really don't want to be dumped into an unmarked coffin when I die.

Also, some cook "accidentally" pulled the lever that was keeping the tomb of one JoshBrickstein attached to the side of the fortress. He suffocated while in the hospital.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**

Post by: **Scaraban** on **September 24, 2010, 02:36:57 pm**

Quote from: Sizik on September 23, 2010, 12:13:03 am

It has 3x more space, and a built-in misting system, using the latest in misting technologies.

i assume u mean the 1-block-of-water-rapidly-cycling-through-pumps technique?

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**

Post by: **Sizik** on **September 24, 2010, 03:50:38 pm**

Quote from: Scaraban on September 24, 2010, 02:36:57 pm

Quote from: Sizik on September 23, 2010, 12:13:03 am

It has 3x more space, and a built-in misting system, using the latest in misting technologies.

i assume u mean the 1-block-of-water-rapidly-cycling-through-pumps technique?

Yep.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**

Post by: **Scaraban** on **September 24, 2010, 10:46:13 pm**

i love tht design

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**

Post by: **Sizik** on **September 27, 2010, 09:05:04 pm**

Diary of Sizik II, 1st Slate 1065

Most of the work done during the past month has been on smoothing out the sides of the fortress, removing floors leftover from casting stuck to the sides and such. This month will be spent on preliminary steps to getting the magma pumps back to full operational capacity, along with making sure our fort is sealed off from forgotten beasts, which are increasing in number.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**

Post by: **Maquox** on **September 28, 2010, 02:00:46 pm**

What exactly happened to the pumps??

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**

Post by: **Sizik** on **September 28, 2010, 05:14:50 pm**

Quote from: Maquox on September 28, 2010, 02:00:46 pm

What exactly happened to the pumps??

A forgotten beast destroyed most of them.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**
Post by: **fivex** on September 28, 2010, 06:45:35 pm

On average, what is your FPS?

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**
Post by: **Argembarger** on September 28, 2010, 07:12:13 pm

Could I join in?

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**
Post by: **Sizik** on September 28, 2010, 07:13:55 pm

Quote from: fivex on September 28, 2010, 06:45:35 pm

On average, what is your FPS?

Around 7-9.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**
Post by: **Chaoseed** on September 30, 2010, 03:32:33 pm

So...judging by the signup list, it'll probably be a week or two before reaching the end? I think I'd like to sign up, then.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**
Post by: **Sizik** on September 30, 2010, 09:06:37 pm

Quote from: Chaoseed on September 30, 2010, 03:32:33 pm

So...judging by the signup list, it'll probably be a week or two before reaching the end? I think I'd like to sign up, then.

Depending on how long the turns take.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**
Post by: **Sizik** on October 03, 2010, 06:20:55 pm

Diary of Sizik II, 1st Felsite, 1065

Work is nearly completed on the forgotten beast trap system. When one enters, it will most likely knock down a few of the statues, alerting the dwarves to its presence. Then a lever is pulled, raising the drawbridges. It then has to go through a gauntlet of spike traps. If it survives, there are a few war dogs to finish it off.

There has been a dwarf standing around in a mason's shop yelling about bones. Since we have plenty of bones, I think he actually wants shells, which we sadly have none of. Also, a few migrants have arrived, which will be handy when he will eventually need to be replaced.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**
Post by: **Sizik** on October 03, 2010, 09:13:59 pm

Diary of Sizik II, 1st Hematite, 1065

What a crazy month we had!

First, we decided to test out the gauntlet system. A few brave dwarves were sent down to lure the beast up, and one was killed on the process. The beast followed. Unfortunately, it was then discovered that the trap was set up backwards, and he encountered the war dogs first. They didn't stand a chance.

Then, the beast proceeded to NOT go through the spike traps, but instead to pace back and forth in the corridor. So, we dropped the ceiling on him.

Problem solved.

With that out of the way, architects were immediately dispatched to rebuild the magma pump stack. After they were finished, masons were sent to wall off the pump access shaft, as well as each individual pump. This way, if a forgotten beast happens to get into the shaft, it will be unable to destroy the pumps or access the rest of the fort. With the stack completed, the magma pumps were turned on, then off again while masons were sent to repair holes that had appeared in the stack after many months of disuse.

In other news, the moody dwarf went berserk. He went to the dining hall and started harassing animals and killed a child. Luckily, he stepped onto a nearby cage trap, and is now in the arena stockpile. Hopefully, we'll get some fun battles out of him.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**
Post by: **Graebeard** on October 03, 2010, 10:07:52 pm

Great progress! Glad to see Skyscrapes is still going strong.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**
Post by: **Sizik** on October 03, 2010, 11:16:35 pm

Diary of Sizik II, 1st Malachite, 1065

With the magma pump stack operating again, the obsidian generator has been put to work again. We're going to need a lot of stone in order to continue expanding this tower upwards.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**
Post by: **Sizik** on October 09, 2010, 02:01:22 pm

Don't worry, I'm not dead yet.

Diary of Sizik II, 1st Galena, 1065

The obsidian generator has been operating at full capacity, which is not very much considering we don't have very skilled miners. Construction is going well.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**
Post by: **Twoboard** on October 10, 2010, 01:35:29 am

Sizik arnt forgotten beasts immune to traps?? The gauntlet system of yours wouldnt work anyway.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**
Post by: **Sizik** on October 10, 2010, 03:35:28 pm

They're upright spears/spikes connected to a lever.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**
Post by: **Sizik** on October 16, 2010, 05:11:03 pm

Diary of Sizik II, 1st Sandstone 1065

The year's starting to get boring now. Human traders came, but the didn't have much that we needed. Construction's pretty much finished. It's quite a radical departure from previous floors.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**
Post by: **Sizik** on November 02, 2010, 01:14:43 pm

Diary of Sizik II, 1st Moonstone

Traders came, and we bought out their entire caravan with gold crafts. The dwarves have been working on various structures around the fort to help liven things up a bit.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 25 z-levels; Come help us reach 100!**
Post by: **Sizik** on November 23, 2010, 04:33:09 am

Bump from the abyss! I finally took the time to finish up the year, since I have a week off from school for Thanksgiving. The fort currently gets 6 FPS; I was only able to handle getting through the year by speeding up the dwarves a bit in the raws.

Should this fort continue? It's getting a bit slow.

Save (<http://dffd.wimibli.com/file.php?id=3471>)

Map (<http://www.mkv25.net/dfma/map-9860-skyscrapesthetower-fortress>)

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 30 z-levels; Come help us reach 100!**
Post by: **fivex** on November 24, 2010, 04:42:20 am

I got 2/3 fps after I unpause
Skip me

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 30 z-levels; Come help us reach 100!**
Post by: **TurkeyXIII** on November 24, 2010, 09:18:54 am

Pop: 193
Drink: 99

???

I'm getting a fairly solid 11 FPS. Totally playable ;)

Dwarves are pretty zippy though, I'm gonna mod their speed back to normal for my turn.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 30 z-levels; Come help us reach 100!**
Post by: **Sizik** on November 24, 2010, 11:26:48 pm

I was thinking, if the framerate gets too low for most people, we could double the dwarves' speed and have people only take half-year turns.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 30 z-levels; Come help us reach 100!**
Post by: **Urist Mcinternetuser** on November 25, 2010, 03:52:31 am

I see the fort is still alive. That is good.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 30 z-levels; Come help us reach 100!**
Post by: **TurkeyXIII** on November 26, 2010, 05:52:09 am

Quote from: Sizik on November 24, 2010, 11:26:48 pm

I was thinking, if the framerate gets too low for most people, we could double the dwarves' speed and have people only take half-year turns.

Good idea. I'll be taking my turn at normal speed though.

A request to bend rule #2: I'm planning on a fairly skeletal addition to this part of the tower, so I may end up building 8-12 levels instead of the 1-5. Is this OK?

Also is there a reason we have no mayor?

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 30 z-levels; Come help us reach 100!**
Post by: **Gutanoth** on November 28, 2010, 09:26:04 pm

Quote from: TurkeyXIII on November 26, 2010, 05:52:09 am

Also is there a reason we have no mayor?

This is dwarf fortress. There invariably is, and it involved anything from a large fall to a delicate operation involving magma, water and very discerning masons

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 30 z-levels; Come help us reach 100!**
Post by: **Sizik** on November 28, 2010, 10:43:56 pm

It's probably this old bug: <http://bay12games.com/dwarves/mantisbt/view.php?id=141>
Theoretically, we should wait for a new one to be elected, but so far that isn't happening.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 30 z-levels; Come help us reach 100!**
Post by: TurkeyXIII on November 29, 2010, 01:02:18 am

Foreman's report

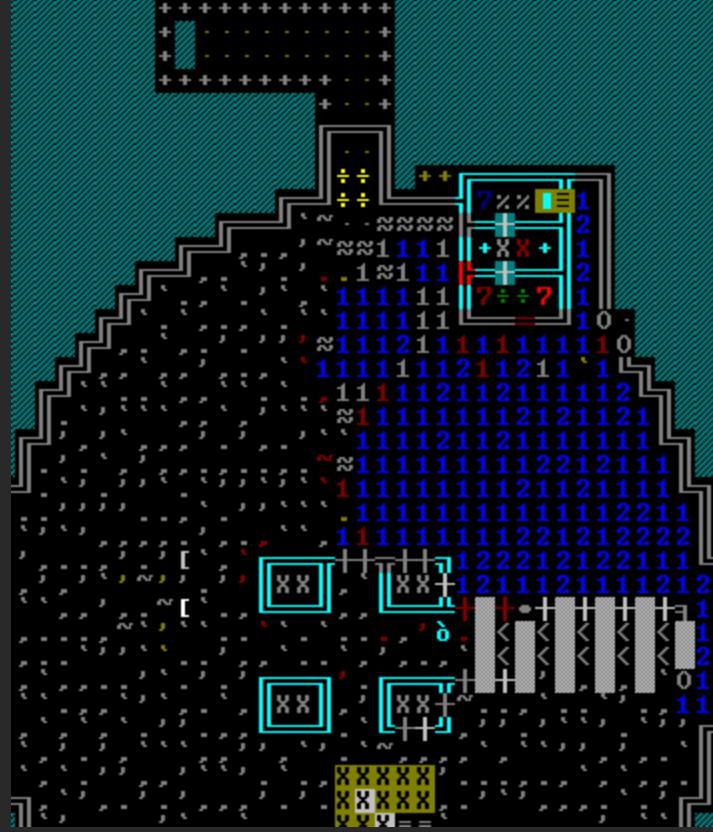
Granite 1066

The month was off to a rocky start, with over a hundred dwarves standing around with nothing to do. To make matters worse, the booze pile was nearly empty, and nobody had taken the initiative to refill it! Such a waste of manpower when there is so much constructing to be done. This fort will hardly be to pinnacle of dwarven society with so much laziness, so they were ordered to carry stone towards the top of the tower for future projects.

The pattering of busy feet makes me feel like work is being done. Satisfying. **Idlers: 0**

First task for this month was to study the working of the obsidian generator on levels 15-17. After a trial-and-error method of problem-solving led to a minor flood, drastic measures were taken: Reading the instructions. (<http://www.bay12forums.com/smfforum/index.php?topic=53814.msg1342108#msg1342108>)

Spoiler (click to show/hide)



A random hauler who had been shouting for body parts for the previous couple of weeks made Jailercrest the Siege of Pools, worth 38400. I don't see how a tower-cap flute could possibly improve such a grand monument as Skyscrapes, regardless of how many spikes of obsidian it menaces with.

Spoiler (click to show/hide)

Asnel Mothdastlokun, Hauler has created Fastanzin Zokun Agsal, a tower-cap flute!

This is a tower-cap flute. All craftsmanship is of the highest quality. It is encircled with bands of birch and pig tail fiber. This object is adorned with hanging rings of cow bone and menaces with spikes of tower-cap, horse bone, obsidian and orthoclase. On the item is an image of Stirredchills the native gold mechanisms in donkey bone. On the item is an image of Finnotches the cougar and Nimu Clearedelbow the human in brown zircon. Nimu Clearedelbow is striking down Finnotches. The artwork relates to the killing of the cougar Finnotches by the human Nimu Clearedelbow in The Plaited Hills in 893.

The obsidian generator has been put to use, yielding two half-levels of obsidian. A pile of old clothes prevented one of the floodgates to the obsidian farm from closing. It wasn't a big deal, but everybody below level 16 was instructed to wear galoshes as a precautionary measure. In hindsight, I don't believe we have any galoshes.

A dwarven child has bled to death in the hospital. Nobody knows exactly how, but it's possible that this thick coating of blood, peat, diorite, and who knows what else which covers the lower nine floors may have a more sinister effect than recurring numbness. Placement of hatch covers over the grime appears to clean it, so many more hatch covers will have to be made to cleanse the fort of this problem.

Slate 1066

Iral the milker appeared unworried about the death of that child, as she is willing and able to replace them as necessary. This one was a girl.

Plans for levels 31+ are underway. There are stairwells and an arch involved. I have also decided it necessary to replace the paving stones on level 24 with solid obsidian so there are some block flooring to be removed. The materials will be recycled in due course.

Felsite 1066

This month was cause for celebration, as it was on the third day that our noble king Momuz Inktempted arrived and declared Skyscrapes a mountainhome.

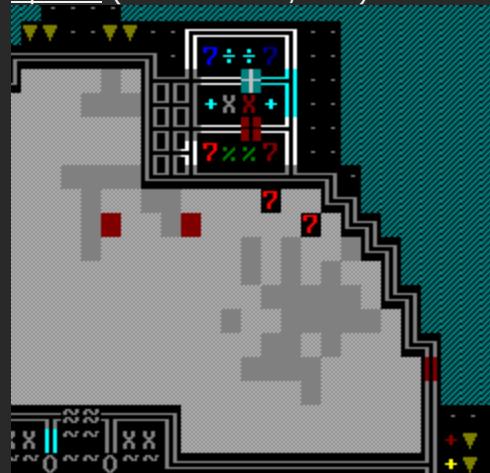
The king has arrived with his full entourage. You are now a Mountainhome.

We have always looked down upon those of our kin who dwell underground, but now we shall do so figuratively also! This achievement, however, does not excuse us from continuing our quest into the clouds.

With the king and his associates, a new group of migrants and a pet rehabilitator's baby boy, the fortress' population stands at 212.

The water has drained off the obsidian farm and harvesting has begun, adding to our stockpile of granite which has been dug out from the earth far below. Two small pockets of lava are present in the lower level of the generator, which may cause some problems at a later date.

Spoiler (click to show/hide)

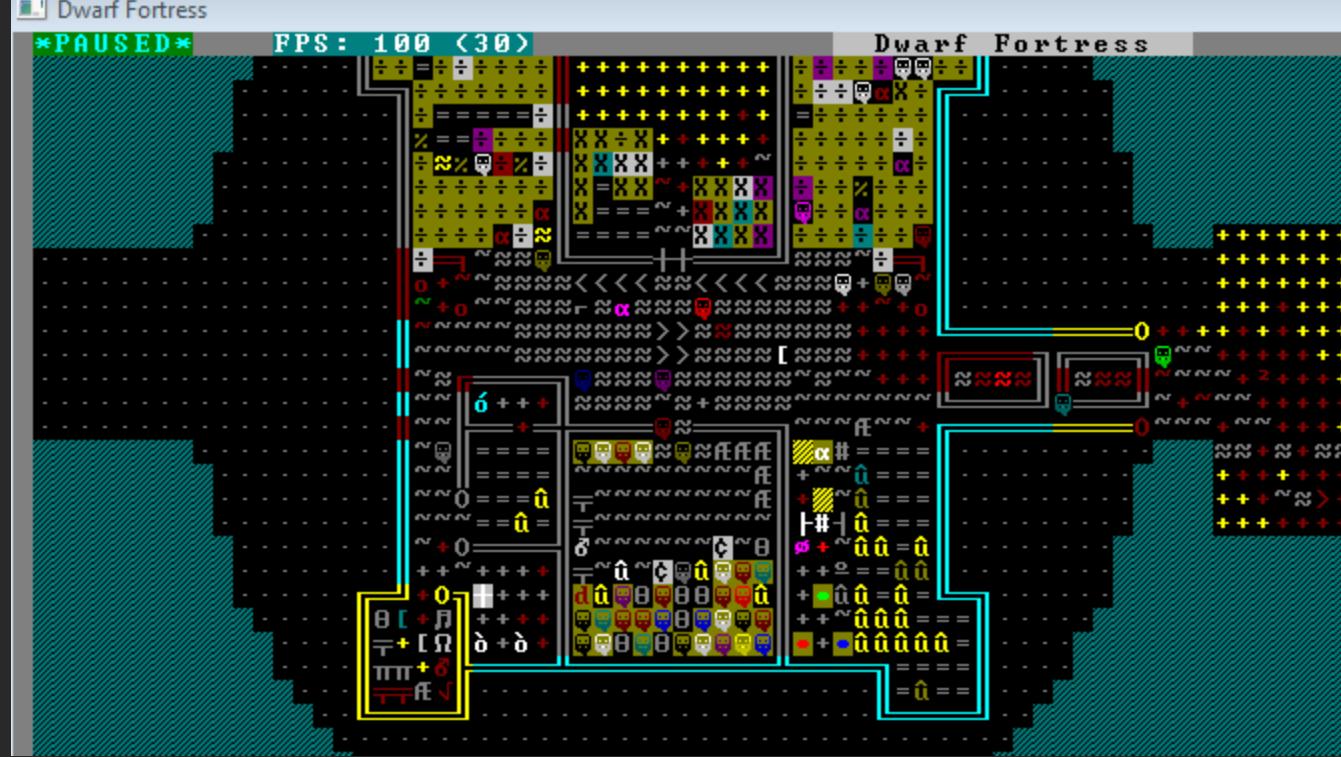


On the 26th, a child named Melbil crafted an unremarkable amulet from donkey bone.

End of Spring report:

At the end of the first quarter, there were 50 people resting due to numbness; nearly a 1/4 of the population. The chief medical dwarf Zuglar has plenty of experience in diagnosing this problem and, when he puts his ale down for long enough, can do so quickly. Attempts to clean the grime are progressing, albeit slowly. The ground floor is almost completely free of smeared blood.

[Spoiler](#) (click to show/hide)



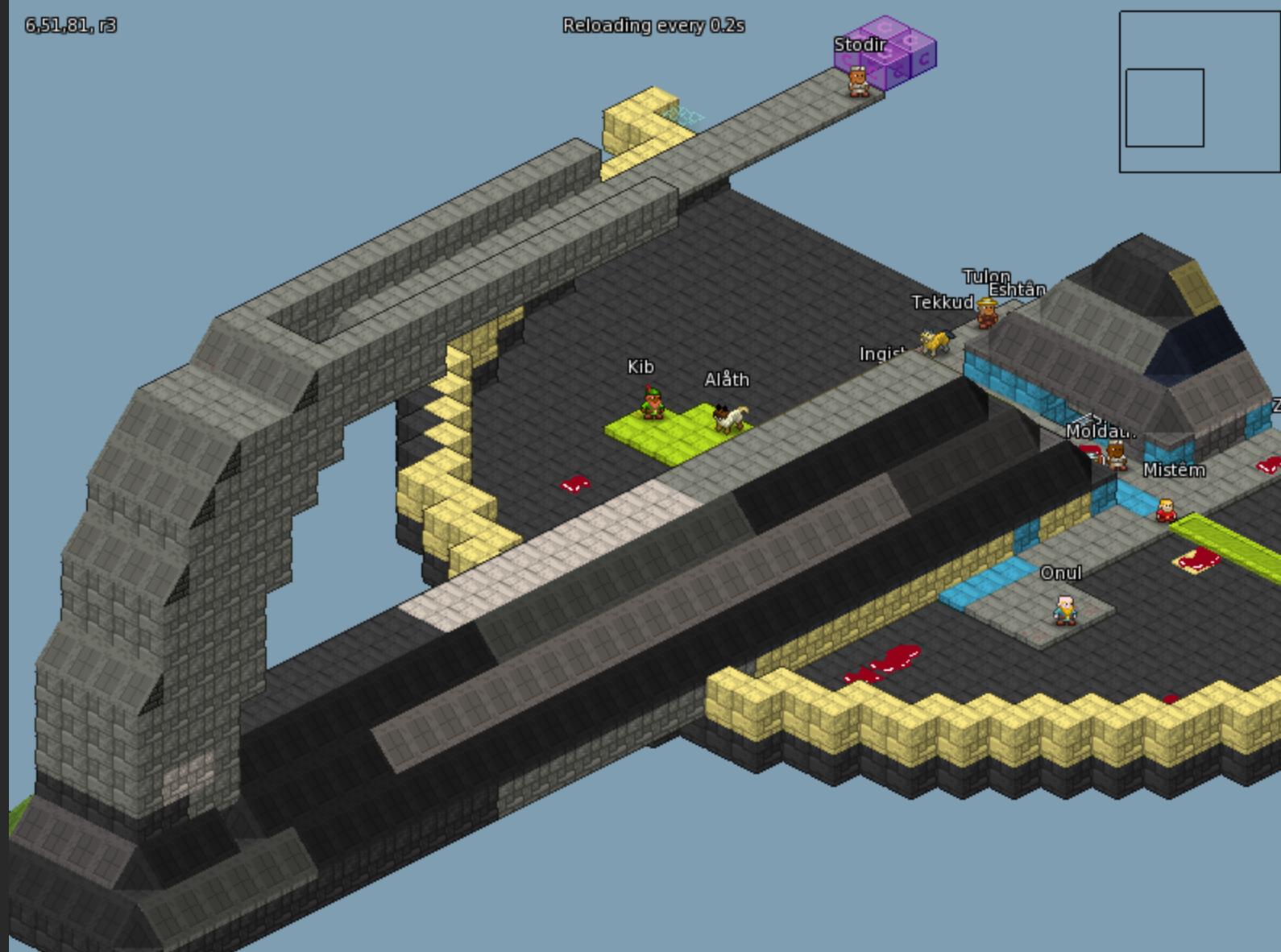
The floor of level 25 has almost been removed in preparation for obsidianising the floor below.

[Spoiler](#) (click to show/hide)



The arch section is almost ready to support the centrepiece of this year's construction, however we were only able to make six clear glass blocks before running out of pearlash. The potash makers have been alerted of this deficiency but are yet to act on it.

[Spoiler](#) (click to show/hide)



His royal highness has been offered a throne room and dining room adjacent to Litast Blamelessfenced's bedroom, but there are no unclaimed bedrooms fitting of his status. Meanwhile, the broker Onul Crowdwords has decided to mandate the construction of tables in the absence of a mayor.

Foreman's report

Hematite 1066

This month I have little to report on the construction progress as I spent much of the time busy with my personal life.

[Spoiler](#) (click to show/hide)

The Engraver Sazir Okilatir and the Foreman 'Turkey XIII' Alisducim have married. Congratulations!
They have decided to forego any formal celebrations.

Those around me looked busy, though, so I'm sure something got done.

Malachite 1066

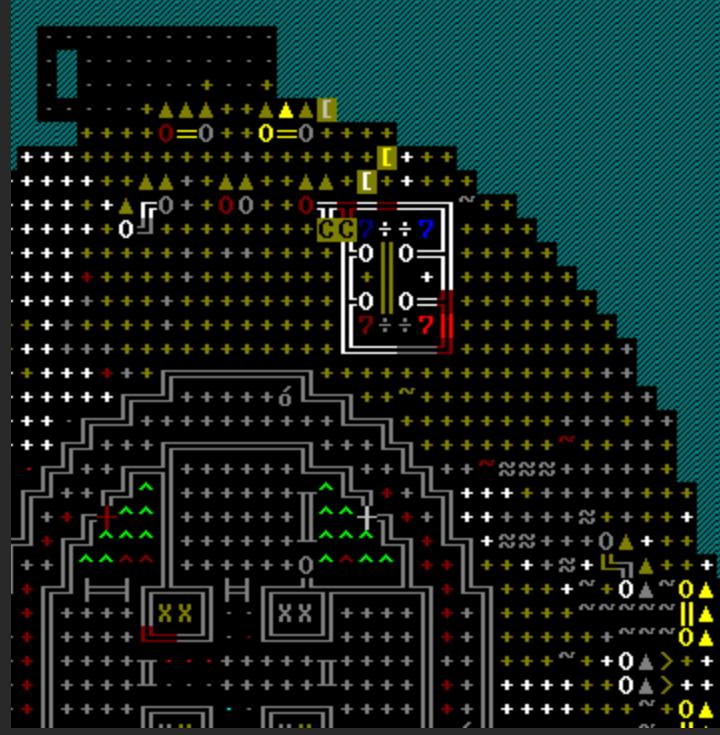
I personally volunteered to place a floodgate on a magma outlet, but once the gate was in place I found myself on the wrong side! I don't even know how that happened! The path was clear when I arrived, but then later it wasn't - This makes no sense!

[Spoiler](#) (click to show/hide)



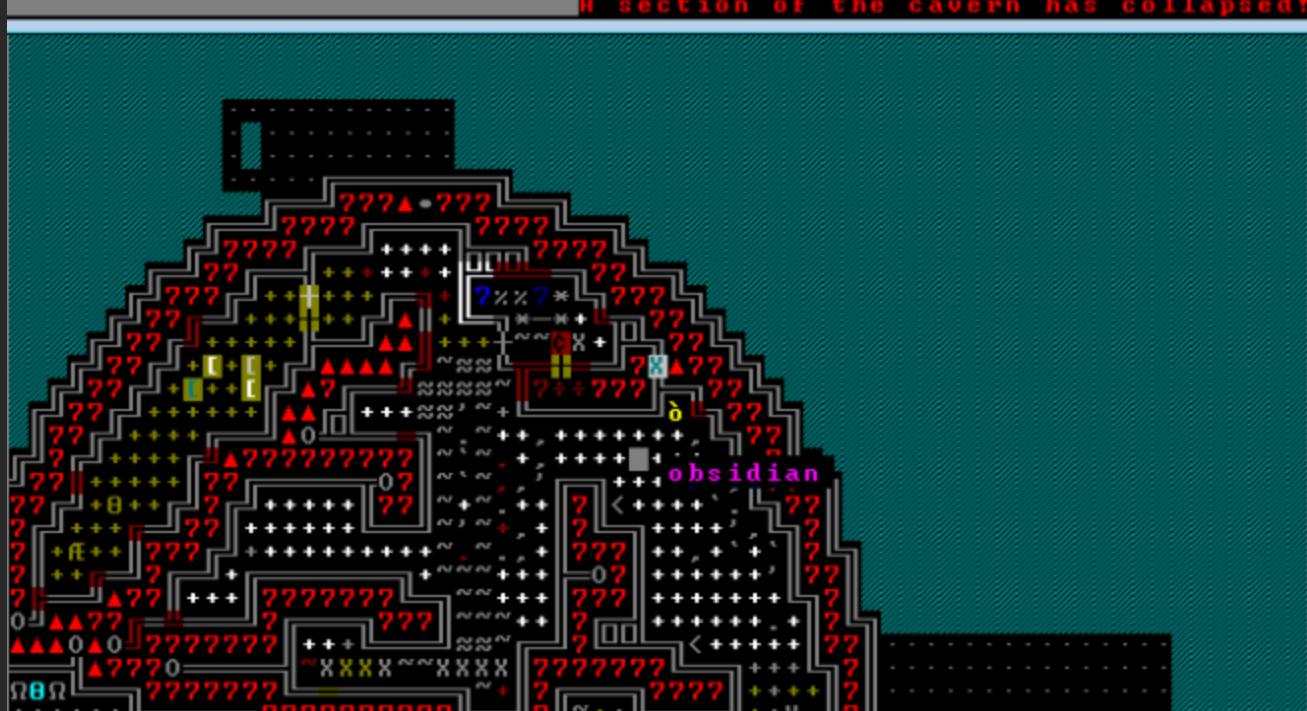
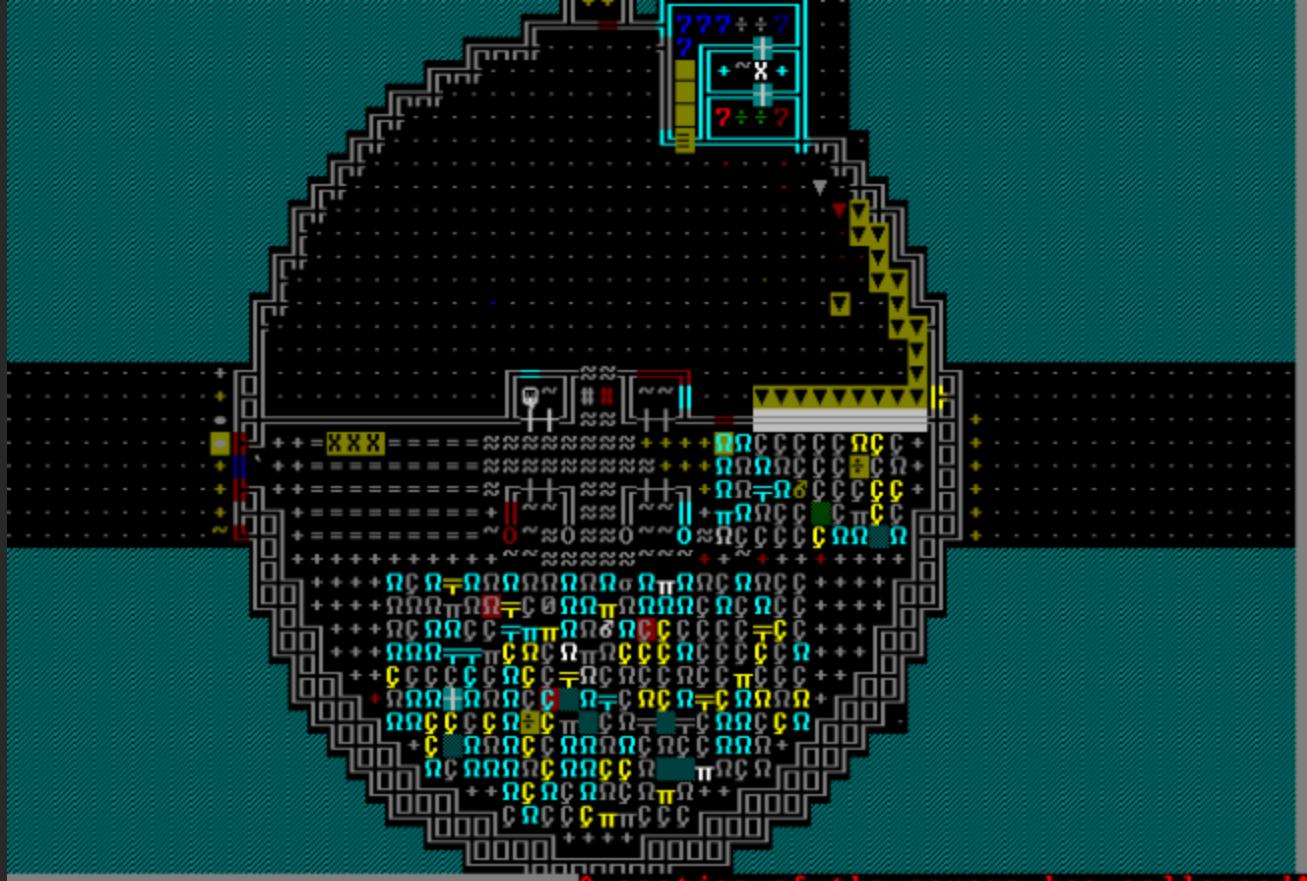
When the mechanics hooked up the gate and opened it for me, I discovered that another child had bled to death during my incarceration. However in his rush to free me, the mechanic hooked the gate to the wrong lever, and pulling it opened a water outlet also. The flooding was minimal, but it shouldn't have been - the water stack is supposed to be active. Close inspection revealed a problem with power transmission on level ten: Instead of the water stack at that level getting its power from the water stack below, it instead gets power from the magma stack. When the magma stack is switched off, the water above this level is also switched off. My mechanics assure me the problem can be rectified.

[Spoiler](#) (click to show/hide)



Meanwhile we had a cave-in at the obsidian generator. While the miners were able to disperse and cool the remnant lava without melting anybody, the leftover air pockets didn't properly support the proceeding excavation. A single chunk of obsidian fell through the floor of the generator on level 15, through a marble ceiling above the magma park and stopped on level 8 by a bedroom wall on the level below. Damage is minimal and can be easily repaired.

[Spoiler](#) (click to show/hide)



Kogan Roomled, one of the miners working in the generator, fell eight levels through the resulting hole. I don't think she'll make it, but she doesn't seem to mind
[Spoiler](#) (click to show/hide)

Kogan Mosuserar has been ecstatic lately. She sustained major injuries recently. She was comforted by a lovely waterfall lately. She gave somebody water lately. She dined in a legendary dining room recently. She gave somebody food lately. She admired a fine Floor Hatch lately. She had a fine drink lately. She slept uneasily due to noise lately. She slept in a good bedroom recently. She had a wonderful drink lately. She had a pretty decent drink lately. She has been annoyed by flies. She admired own fine Bed lately. She has been satisfied at work lately.
 She is romantically involved with Sibrek Qarhelms. She is a dubious worshipper of Urnüt.
 She is a citizen of The Glorious Mirror. She is a member of The Fleshy Quake.
 She is sixty-four years old, born on the 4th of Sandstone in the year 1002.
 Her right upper leg is broken. Her right upper leg is oozing Kogan Roomled's dwarf blood. Her right upper leg is bruised. Her right upper arm is broken. Her right upper arm is oozing Kogan Roomled's dwarf blood. Her right upper arm is bruised. Her right lower leg is broken. Her right lower leg is bruised. Her left lower leg is broken. Her left lower leg is bruised. Her left upper leg is broken. Her left upper leg is bruised. Her fourth toe, left foot is smashed open. Her left lower arm is broken. Her left lower arm is bruised. Her liver is bruised. Her right kidney is bruised. Her guts is bruised. Her lower body is bruised. Her upper body is bruised. Her stomach is bruised. Her upper spine is broken. She is short and just incredibly fat. Her wavy hair is crinkly. Her very long hair is neatly combed. She has a grating raspy voice. Her great-lashed eyes are somewhat narrow. Her

Towards the end of malachite the last of the ceiling of level 24 was removed, the floodgates were hooked up correctly, and the level was filled with lava. Upon trying to close the lava stack, we realised the mechanism in the shutoff floodgate had melted. This isn't a major problem: we can just shut down the stack and obsidianise what's there.

Galena 1066

Only two things of note occurred this month. Merchants from the human town of Pesor Ido arrived and gave us all of their metal and booze for a single gold ring. Also a dwarf name Nil Anvilmountains fell to his death after standing on scaffolding as it was removed.

End of Summer report:

We still have 52 people complaining of ailments due to the thick coating of gunk which still covers levels three and above. Most of level two has been cleaned but progress is slow and tedious. I have taken some time to study the disease more closely, and have come to learn quite a lot about the dwarven condition.

[Spoiler](#) (click to show/hide)

```
'Turkey XIII' Alisducim, Fore
"Turkey XIII" Kissworks"
δ

Contract Building
Skilled Diagnostician ↑
Talented Pseudoscientist
Talented Negotiator
Talented Judge of Intent
Talented Liar
Talented Intimidator
Talented Conversationalist
Talented Comedian
Talented Flatterer
Talented Pacifier ↓
```

I believe those experiencing numbness also bleed from the feet slightly. In most it is nothing but it explains why young children, and animals with smaller bodies than ours, tend to lose too much blood and die. It also explains the new trails of blood appearing all over, even in the cleaned areas.

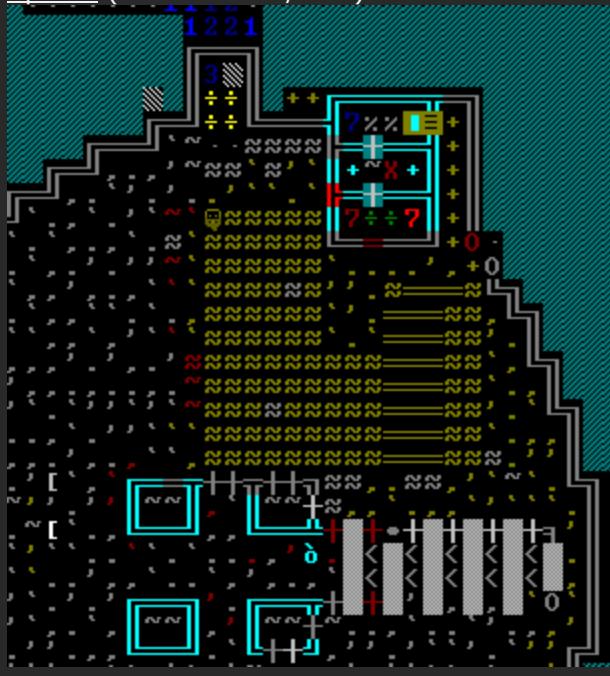
Haulers had been carting the ash, potash and pearlash down to stockpiles on level one which had slowed our glass block production on level nine considerably. Now that I have put a stop to this inefficient practice, I expect glass block output to increase considerably.

The current population of Anrigath Urdimgeshud, "Skyscrapes the Tower-Fortress", is 210.

Foreman's report
Autumn 1066

Sazir, my wife, was complaining about having nothing to drink but dwarven wine. I'm sure she is not the only one. I found plans for an above ground farm area on level 18 which had not been carried out. I ensured the problem was rectified, so we will soon be drinking whip wine and longland beer.

Spoiler (click to show/hide)



Glass block production has been ramping up over the season, I believe it is now approximately at the fort's capacity. My pièce de résistance is just under half done, after spending approximately three months on its construction. Provided glass block production continues at full capacity, we should be able to finish it by the end of the year.

Some of the obsidian on level 24 had to be recast due to a planning error. This time I made sure the lava shutoff was magma-safe, and the cast went without a hitch. It is ready to be dug out and smoothed, although I may leave that until after the clear glass section is completed. All that is left for level 25 is to remove the casting moulds and manipulate the surface in an attempt to grow trees on that level.

A mason spaced out and decided to make this:

This is a obsidian quern. All craftsman ship is of the highest quality. It is encrusted with obsidian. This object is adorned with hanging rings of giant owl leather and menaces with spikes of green glass, cow bone, copper and highwood. On the item is an image of Jlubrombin the kobold in obsidian.
On the item is an image of Olin Pillartour the dwarf and dwarves in turquoise. Olin Pillartour is surrounded by the dwarves. The artwork relates to the ascension of the dwarf Olin Pillartour to the position of king of The Glorious Mirror in 798.
On the item is an image of Uucar Howltown the dwarf in turquoise. Uucar Howltown is laboring. The artwork relates to the settling of the dwarf Uucar Howltown in Skyscrapes the Tower-Fortress in the early spring of 1056.

I don't see why he chose to create such a thing without instruction as we already have a millstone that sits unused on level 6, but I couldn't find anybody willing to tell him to stop.

I have mostly abandoned my attempts to clean the gunk out of the fortress as I no longer have the dwarfpower to spare. At one point during the cleaning, I inadvertently removed the bridge between the fort and the trade depot. It was replaced immediately, but I couldn't find any indication which lever was used to control it. I gave it its own lever.

Some children were born and others died of chronic blood loss. The overall population remains steady at 211.

Title: Re: Skyscrapes, the Tower-Fortress (Succession) 30 z-levels; Come help us reach 100!
Post by: Sizik on December 01, 2010, 01:07:34 am

Quote from: TurkeyXIII on November 30, 2010, 10:43:53 am

Sizik, my wife, . . .

Quote from: TurkeyXIII on November 30, 2010, 01:44:13 am

Spoiler (click to show/hide)

The Engraver Sazir Oklatir and the Foreman 'Turkey XIII' Alisducim have married. Congratulations!
They have decided to forego any formal celebrations.

???

Title: Re: Skyscrapes, the Tower-Fortress (Succession) 30 z-levels; Come help us reach 100!
Post by: TurkeyXIII on December 01, 2010, 07:32:01 am

Haha, whoops.

'Sizik II' holdbanners has been spamming me with 'construction cancelled: resting injury', I must've mixed them up.

Foreman's report
Winter 1066

Alas, this year's project has fallen behind schedule. I feel it would take only days to complete the roof and finish furnishing his majesty's new quarters, but it is not enough. Infuriated at spending three seasons without a bedroom, and having to make the glass blocks himself, King Momuz has ordered I resign as construction foreman of Skyscrapes, effective immediately. I have no choice but to comply.

It's those damn mechanics' fault, I swear! John Keel and his team of mecha-acolytes running around like religious zealots instead of doing their job properly! All they had to do was find a magma-safe mechanism to put in the the floodgate for the cube fill, and it wouldn't have overflowed nearly so much. But no, they used diorite and, surprise surprise, it melted. You'd think they would have learned from last time, but no. By the time we figured out what had happened and shut down the magma stack, the small amount of planned overflow had turned into a cascade of lava pouring down the side of the tower. And worst of all, there was too much lava at the top of the cube to start roofing it in.

It must have been maybe the 26th or 27th of Obsidian but the time it had cooled off enough up there to give construction orders, so of course we overran the deadline. But I can't be blamed for that, can I?

I mean I planned it out perfectly. 1064 clear glass blocks, all manufactured within the tower. Between that and the clear glass furniture and statues, we burned every spare log in the fortress to ash. Our team of 28 potash makers worked round the clock for six months to get his rooms ready, you'd think he'd show some appreciation!

Pah! What does he know about construction anyway?

So now even after the glass ceiling is finished, there is all sorts of scaffolding to be removed. Heck, I didn't even get to play in the obsidian like I wanted to, I had too many important things to do. I guess that's the burden of being me. Continually demanded upon for important things, some much more important than silly construction tasks. Like the hospital, for example, has now only 23 patients, thanks largely to myself. Are you going to fire me from that too, Momuz!? I don't think so!

Heck, I never wanted to build that stuff anyway. Physical labour makes my arms hurt.

'Turkey XIII' Alisducim has become a Diagnoser.

Stonesense screenshot:

<http://img227.imageshack.us/img227/9205/99912269.png> (<http://img227.imageshack.us/img227/9205/99912269.png>) (huge image)

Save:

<http://dffd.wimbl.com/file.php?id=3507> (<http://dffd.wimbl.com/file.php?id=3507>)

PM sent to carpman.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 41 z-levels; Come help us reach 100!**

Post by: **Sizik** on December 01, 2010, 02:38:43 pm

Map:

[http://www.mkv25.net/dfma/map-9894-skyscapesthetower-fortress](http://www.mkv25.net/dfma/map-9894-skyscrapesthetower-fortress)

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 41 z-levels; Come help us reach 100!**

Post by: **Graebeard** on December 01, 2010, 05:15:38 pm

I'm so glad this thing is still growing.

You know what? I've never had the patience to play a fort at 5 fps before, but I think I'd like another crack at this one. The 200 dorf workforce may make up for it in sheer potential.

Can you sign me up for another turn with the proviso that I won't be able to actually play until after the 18th?

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 41 z-levels; Come help us reach 100!**

Post by: **Sizik** on December 01, 2010, 08:23:00 pm

Sure!

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 41 z-levels; Come help us reach 100!**

Post by: **Sizik** on December 04, 2010, 05:28:34 pm

No word from Carpman, so on to DreamThorn.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 41 z-levels; Come help us reach 100!**

Post by: **DreamThorn** on December 06, 2010, 06:29:06 am

Ignore my PM, I've changed my mind.

I will play my turn.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 41 z-levels; Come help us reach 100!**

Post by: **DreamThorn** on December 08, 2010, 02:03:14 am

What version am I supposed to use?

I tried 0.31.13, but it wouldn't even recognize it as a saved game.

I tried 0.31.18, but then the King's bed was made of nothing, and when I tried to check the health of a dwarf that was standing in lava, the game crashed.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 41 z-levels; Come help us reach 100!**

Post by: **TurkeyXIII** on December 08, 2010, 05:05:25 am

I used 0.31.16, but anything after that should work I think.

I had no problems loading it in .18. The crash is due to an FB syndrome that's affecting just-about everybody. Workaround is to not look at the health screen, or at least save immediately beforehand just in case. <http://www.bay12games.com/dwarves/mantisbt/view.php?id=650>

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 41 z-levels; Come help us reach 100!**

Post by: **DreamThorn** on December 08, 2010, 06:35:16 am

Thanks, I see that I was looking at the king's bed's room, so the actual bed is made of tower-cap.

It seems the forgotten beast goo is causing the numbness, but the bleeding might be caused by all the magma puddles.

Since the previous ruler built this huge arch thing, I will focus on filling in those levels with more construction, so that we have room to build the higher levels. I will of course try to add some levels as well.

[EDIT: Typo caused a grammar fault]

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 41 z-levels; Come help us reach 100!**

Post by: **DreamThorn** on December 09, 2010, 05:18:19 am

Wow this fort is slow. I played more than an hour yesterday and only progressed to the 18th of Granite.

The liquid lava is starting to "dry up", but both the Doctor and the manager (Sizik II) are now resting their wounds. Hopefully the rest of the medical staff is up to the task.

The manager at least managed to order the creation of more glass blocks, glass statues and some other necessities before he went to rest.

I decided to get me some marble blocks for the new constructions; set up a marble stockpile and some mason's workshops, but when the miners started mining the marble they spotted a forgotten beast and ran away. Nobody was harmed and the fortress is still safe.

I found that the arch was incomplete, but there was a stone-and-blood floor connecting the two ends to the center, so I put up some walls to make certain that no-one falls off. Made an observation deck in the middle with glass block walls and doors leading off to side platforms.

I found a huge stockpile of corpses and skeletons on the bottom floor, none of them being butchered at all. Turns out dwarfs have some kind of ethical aversion to butchering sapients, and all the corpses were of more-or-less sapient creatures. I think cyclops skulls would make nice trophies, but that's not going to happen.

Tried to spiff up the king's quarters a bit, since he was still complaining. I see everything in there is made of clear glass, but somehow the clear glass statues are not as valuable as the obsidian statues. I guess we need a more skilled glassworker. So I put in some of our best obsidian and marble statues, troglodytes in golden cages, clear glass windows and some cool cabinets, but he's still not impressed. Not impressed at all. I think he wants more metal.

Coming right up, yer majesty!

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 41 z-levels; Come help us reach 100!**

Post by: **DreamThorn** on December 14, 2010, 02:11:29 am

Hi!

This fortress is too slow for me. Someone else should play it.

Do you want the save, or should the next player start at the beginning of the year?

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 41 z-levels; Come help us reach 100!**

Post by: **TurkeyXIII** on December 14, 2010, 04:26:31 am

A lot of people are going to find it slow. I vote you upload what you've done, and/or consider Sizik's suggestion.

Quote

I was thinking, if the framerate gets too low for most people, we could double the dwarves' speed and have people only take half-year turns.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 41 z-levels; Come help us reach 100!**

Post by: **DreamThorn** on December 14, 2010, 05:25:41 am

Ok, I'll try Sizik's suggestion.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 41 z-levels; Come help us reach 100!**

Post by: **Sizik** on December 14, 2010, 03:09:04 pm

According to the wiki, [SPEED:400] will give you dwarves that are twice as fast.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 41 z-levels; Come help us reach 100!**

Post by: **DreamThorn** on December 17, 2010, 04:11:33 am

It turns out you should just scratch me from the list.

When I originally asked to be added I was willing, but now I am playing X-Com: Terror from the Deep, and cannot get myself to play anything else until I finish it.

Sorry.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 41 z-levels; Come help us reach 100!**

Post by: **Sizik** on December 17, 2010, 12:55:54 pm

Could you upload your save so your effort was not in vain?

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 41 z-levels; Come help us reach 100!**

Post by: **Sizik** on December 19, 2010, 11:25:19 pm

Oh well, next is Graebeard, if he can.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 41 z-levels; Come help us reach 100!**

Post by: **Graebeard** on December 20, 2010, 12:45:01 pm

I can start in 2 days or so if that's cool. My turn just came up on another fort right now.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 41 z-levels; Come help us reach 100!**

Post by: **Sizik** on December 26, 2010, 05:57:18 pm

So... any progress?

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 41 z-levels; Come help us reach 100!**

Post by: **Graebeard** on December 26, 2010, 06:31:02 pm

Yes!

Here's an overseer shot of the fort:

[Spoiler](#) (click to show/hide)



Pretty impressive. I hope I can add something interesting to this beast.

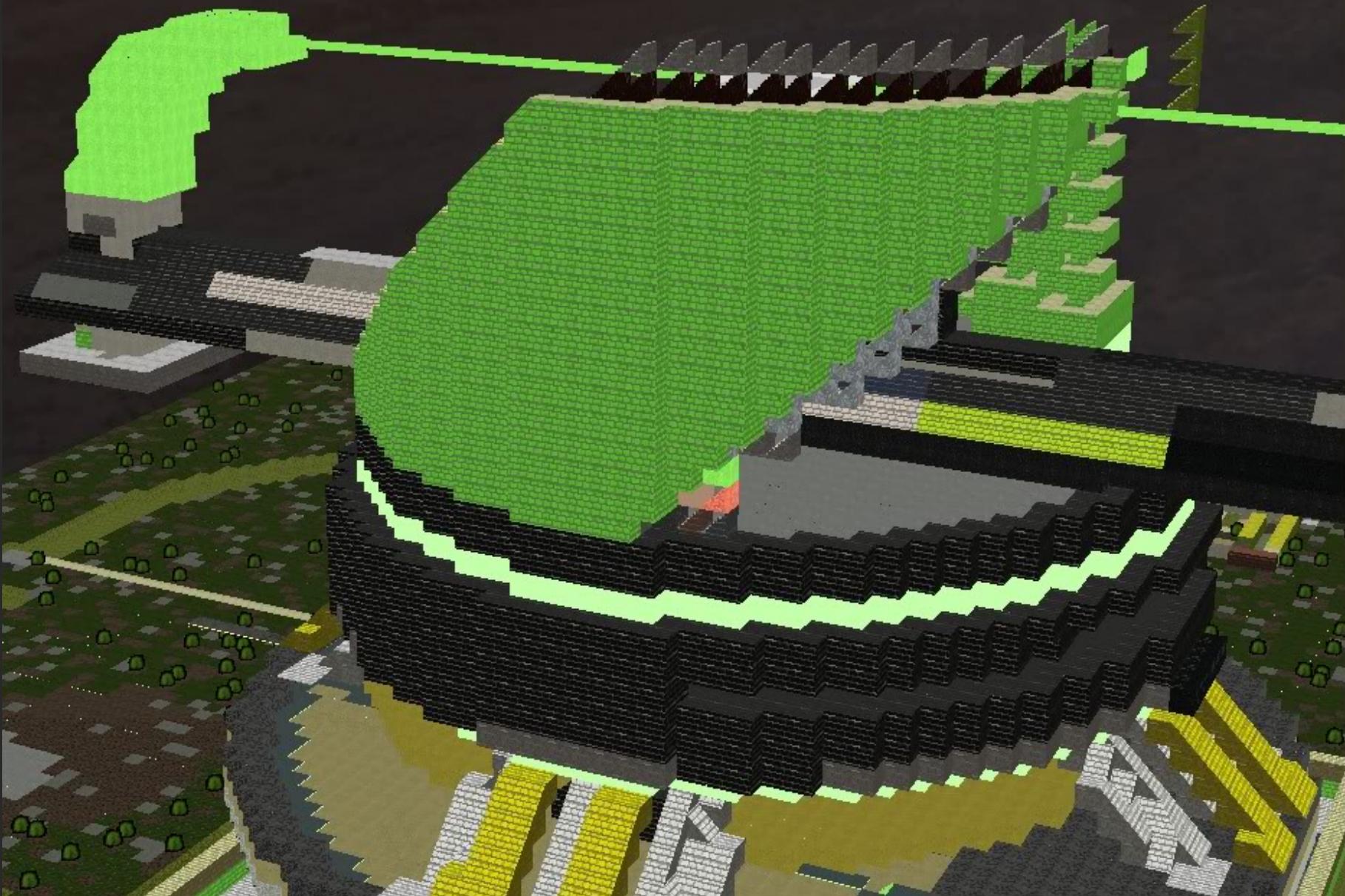
It's pretty slow going right now. I pulled 5 fps when I first loaded it with 45 idlers. I decided to run dfcleanmap to see if that would speed it up. Managed to squeeze another 2 out and now I'm going at 7. I think that's do-able. Also, I *may* have to do something about the 40 children. It's the holidays, so I'm thinking something Hansel & Gretel.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 41 z-levels; Come help us reach 100!**
Post by: **dragonshardz** on December 26, 2010, 09:34:29 pm

Burrow oven?

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 41 z-levels; Come help us reach 100!**
Post by: **Graebeard** on December 27, 2010, 02:32:38 am

OK, I've got a real update here. It's the end of Slate, and there's quite a bit of progress to report. Right now I'm encircling the king's quarters and the top of the tower in a spiral ribbon. I'm 17 floors and almost 1/4th the way around so far:
Spoiler (click to show/hide)



We're down to 39 kids with 2 births and 3 executions magma-related accidents. I expect the ~~worthless burdens~~ children will continue their little field trips to the magma pools once a week or so.

Also, Sizik is a mommy again! Hopefully she keeps a good eye on little Urdim and keeps him out of the magma.
Spoiler (click to show/hide)

FPS: 300 <46>

Urdim Berazin, "Urdim Earthwatched", Dwarven Baby

Urdim Berazin has been quite content lately.
She is the daughter of Sizik II' Holdbanners and Goden Bowlwheels. She is a casual worshipper of Ostath.
She is a citizen of The Glorious Mirror. She is a member of The Fleshy Quake.
She was born today, which makes her very young indeed.
She is very fat. Her hair is greasy. Her medium-length hair is arranged in double braids. She has very high cheekbones, and she has a narrow chin. Her nose bridge is very convex. Her ears are somewhat short. Her somewhat broad head is somewhat short. She has a low voice. Her hair is amber. Her skin is pale pink. Her eyes are copper. Her lips are somewhat thin.
She is slow to tire, but she is weak and very slow to heal.
Urdim Berazin likes hornblende, pig iron, green tourmaline, spore tree wood, crystal glass, giant jaguar leather, the color ecru, suns and cows for their haunting moos. When possible, she prefers to consume one-humped camel cheese, prickle berries and fisher berry wine. She absolutely detests mussels.
She has a deep well of patience, a great memory and a good intellect, but she has a questionable spatial sense and little natural inclination toward music.
She feels strong urges and seeks short-term rewards. She can handle stress. She enjoys being in crowds. She believes that some deception is necessary in relationships with others. She does not go out of her way to help others. She lacks confidence. She strives for excellence. She gnaws her cheek when she is annoyed. She needs alcohol to get through the working day.
A short, sturdy creature fond of drink and industry.

Title: Re: Skyscrapes, the Tower-Fortress (Succession) 41 z-levels; Come help us reach 100!
Post by: Sizik on January 01, 2011, 09:25:50 pm

New year bump.

Title: Re: Skyscrapes, the Tower-Fortress (Succession) 41 z-levels; Come help us reach 100!
Post by: Graebeard on January 03, 2011, 01:18:15 am

Update time! The Ribbon is up to 39 stories.
Spoiler (click to show/hide)



I've done a bit of redecorating. I've tried to clean up technicolor walls and rebuild them with a single pallet to satisfy my OCD.

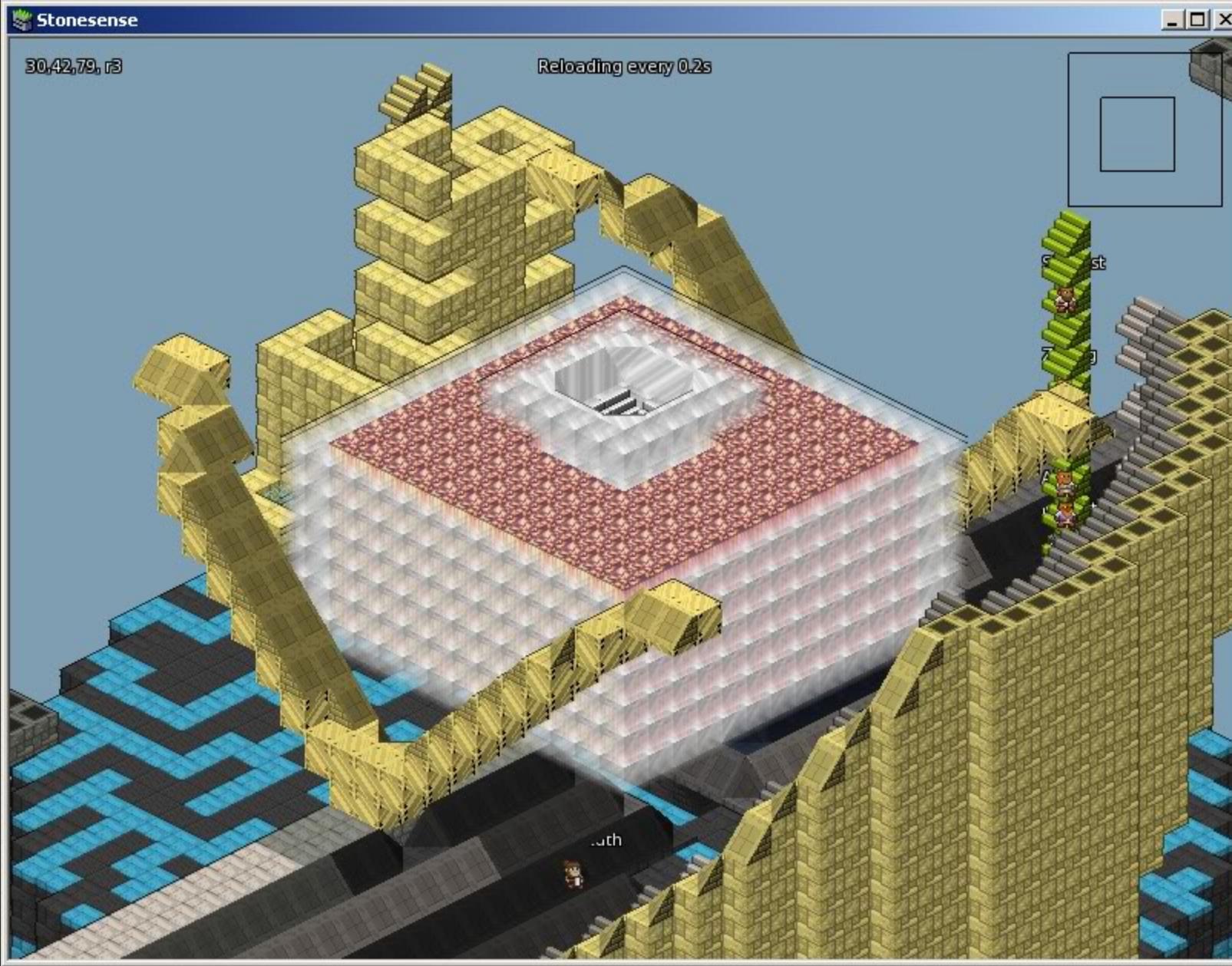
I've had some fun cleaning up the mud on the top of the tower.

Spoiler (click to show/hide)



I really dig Turkey's work on the King's quarters. I've finished constructing the clear glass at the top. It all looks great in Stonesense.

Spoiler (click to show/hide)



I'm going to restart the actual tower floors up on level 54, and I've been building up the water and magma stacks so we can continue obsidian generation up there. I've re-purposed the old obsidian generator into a bath house. I'm going to flood this floor with magma when the dipping pools are complete.

Spoiler (click to show/hide)



Actually, I'm glad I started that project. Since starting to fill the pools, many dwarfs have walked through and cleaned themselves off. Now I'm running at 10-11 fps instead of 8.

More later!

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 41 z-levels; Come help us reach 100!**
Post by: **dragonshardz** on January 03, 2011, 02:55:07 am

Mein Gott.

That is amazingly cool, Graebread.

Few questions: Is this Ribbon climbable or useful in any way?

How do the water and magma pumpstacks go up to the top of the Ribbon?

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 41 z-levels; Come help us reach 100!**
Post by: **Graebeard** on January 03, 2011, 02:14:59 pm

Right now there's scaffolding that goes all the way up that I'm in the process of starting to remove, and there are permanent ramps on the trailing edge that you could walk all the way up if you wanted, but things would get congested quickly since the ribbon is only one tile thick.

I'm working on an alternate way up the tower that's shorter and wider and goes up to level 54. Other than the ribbon I'm not building higher than that during my turn.

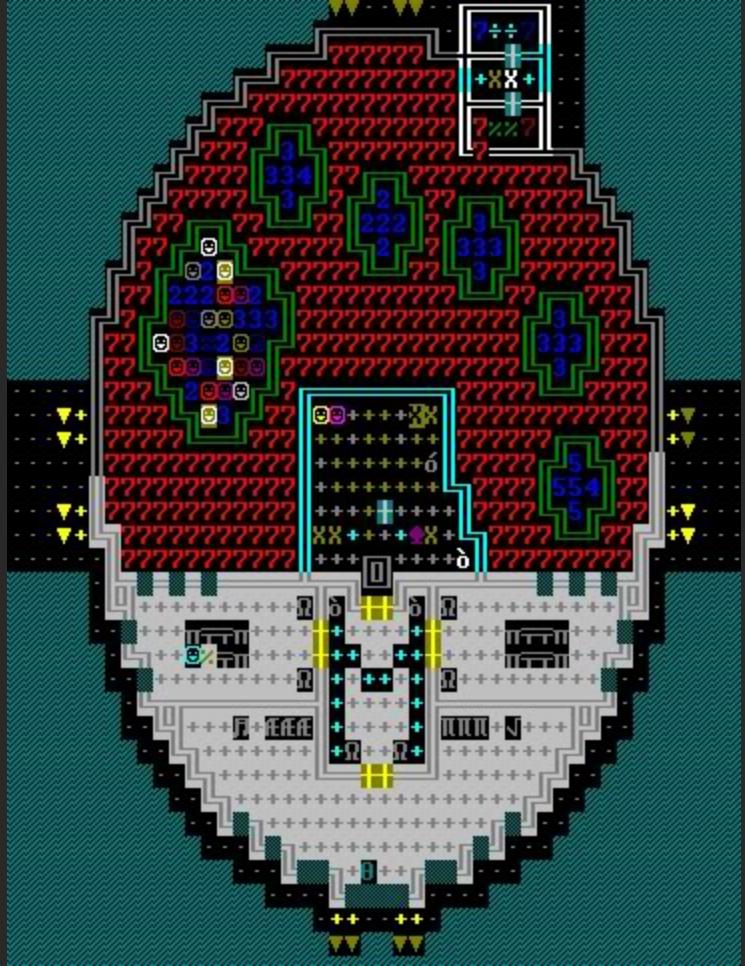
I'm just continuing the stack design from below and building upwards. I've only made it up to level 36 with the stacks so far. They'll start intersecting with the ribbon starting at level 60 unless we change the stack pattern, but I definitely won't be able to bring them that high during my turn.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 41 z-levels; Come help us reach 100!**
Post by: **Graebeard** on January 04, 2011, 02:24:35 am

OK, that was fun. Hands are a bit tired from designations, though.

I worked on a few projects this turn.

First, I decided everyone needed more splashy splashy time, so I built a sauna on levels 15 and 16 in the obsidian generator.
Spoiler (click to show/hide)



No one seems to like the private tubs...



Because everyone wants a window looking out into magma.

36,36,57, r0

Reloading every 0.2s



No running, the glass is slippery when wet.

The Ribbon was my biggest project. The structure itself goes from level 25 up to level 70, but there's scaffolding for another 2 levels if the next sucker wants to continue it. I would have done more if I had more time.
[Spoiler](#) (click to show/hide)



It took a *lot* of orthoclase.



You can walk up The Ribbon, but it's only one tile thick and rather circuitous, so I build a gold ramp around the king's glass cube.
[Spoiler](#) (click to show/hide)



17.18.94 r2

Reloading every 0.2s

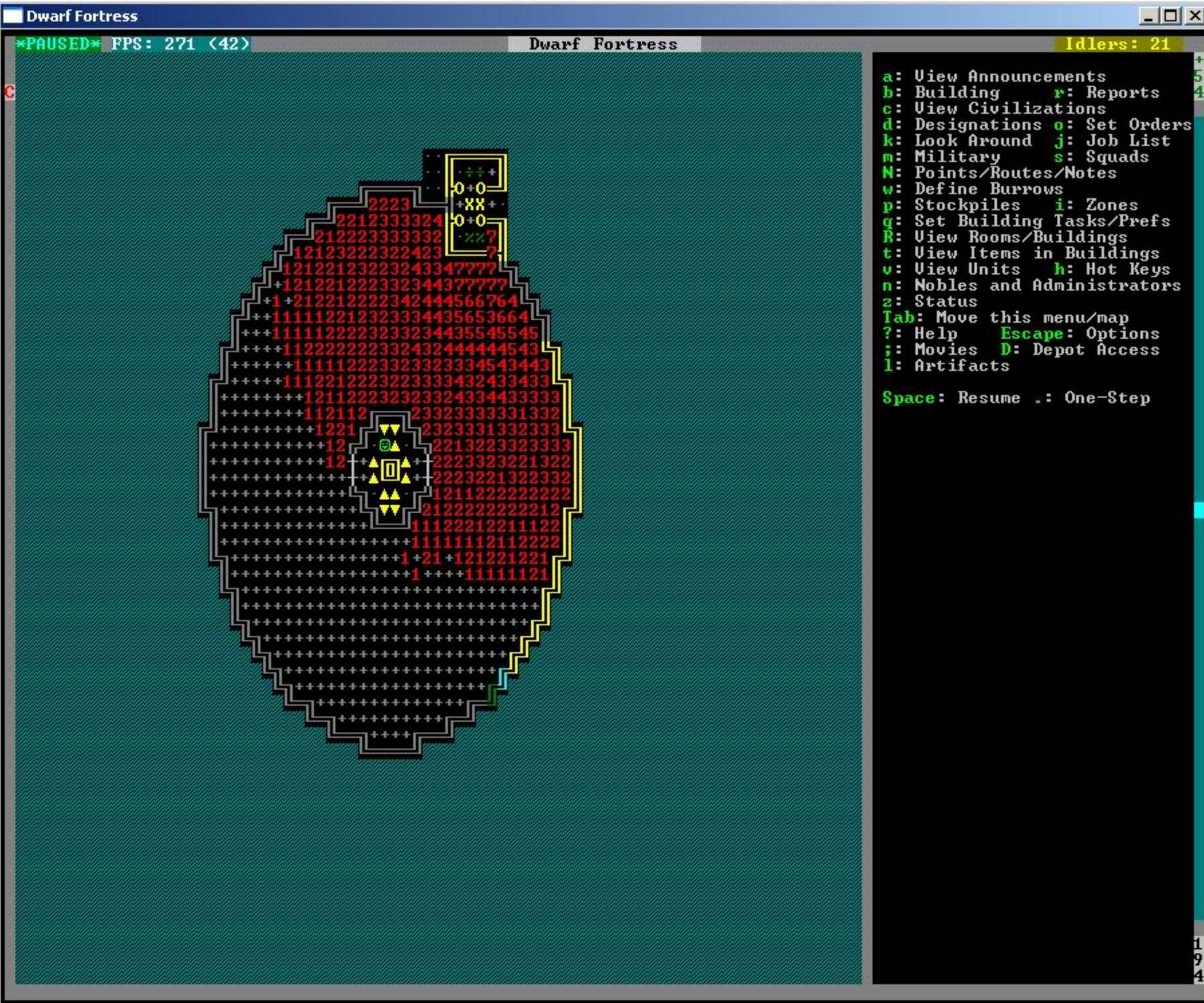


It kind of looks like a bad Escher drawing in Stonesense.

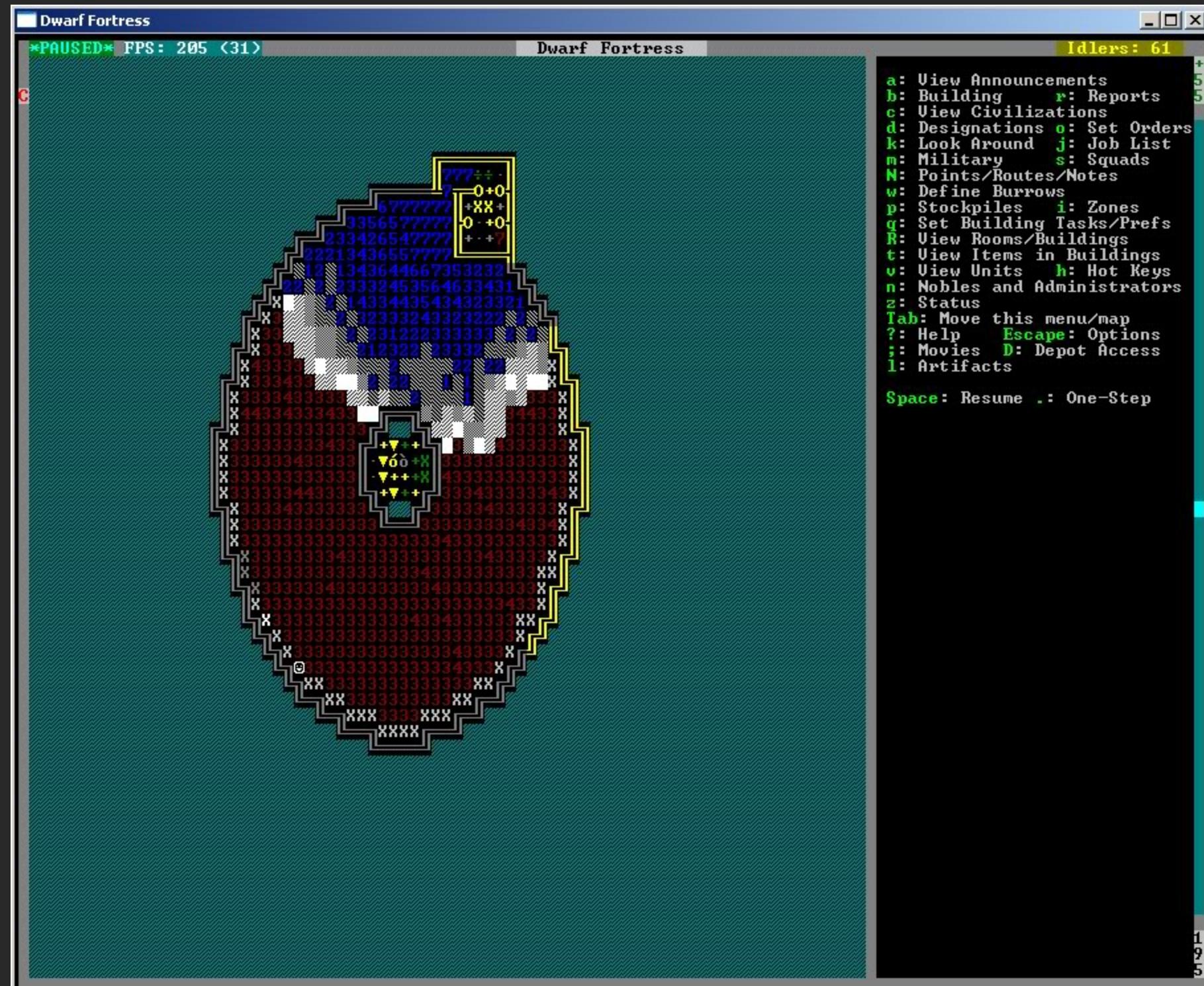


I figured I'd actually *build* a floor onto the tower while I was at it and replacing the obsidian farm I defaced. That meant bringing magma and water up to level 56 and casting some more obsidian. My turn ended before I could channel out the cast obsidian and muddy it up for a mid-tower forest/park/jungle, but I'd really appreciate it if the next person to go would finish channeling and continue casting on the next level up so we can grow some greenery.

Spoiler (click to show/hide)



The magma wave cometh.



I wish I could have seen all this steam from the ground.



A new floor is cast. My plan was to keep it green by channeling away the obsidian and letting trees and grass grow.

And that's that. I'm pretty impressed by how many levers and what not we've laid down. I only added three notes, but we're up to almost a hundred total. Here's the save (<http://dffd.wimbl.com/file.php?id=3645>). I'll try to get a map up on the DFMA page with some notes for my successor once I've slept a bit.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 41 z-levels; Come help us reach 100!**
Post by: **Sizik** on **January 04, 2011, 07:56:58 am**

Good work!

Next up is Mountain-King.

edit: Added pics to first post.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!**
Post by: **Mountain-King** on **January 05, 2011, 03:37:41 pm**

i am tragically not going to be able to do this

skip me i guess

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!**
Post by: **Sizik** on **January 05, 2011, 04:38:22 pm**

Ok then, next is JoshBrickstien.

Title: Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!

Post by: **JoshBrickstien** on January 05, 2011, 04:54:40 pm

Wow, this fort has lots of drop outs.... Is it Ok if I spend most of my turn curbing the animal count and such? I'm not very good at Building, but I'm pretty good at Management and FPS repair. Though, I'll keep building if you want.

EDIT: What version should I use?

EDIT EDIT: Now that I'm looking around the fort.... What is the FB syndrome I heard about? Also: 9 FREAKING FBs?!?!?!. How can we weaponize this?

Maybe I'll make the military my job too. =/

Title: Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!

Post by: **Graebeard** on January 05, 2011, 05:39:36 pm

I think the animals are under control. My guess is that the FPS drop is just from the 200 dwarfs running around and the sheer number of items and exposed tiles.

I was using .16, but I don't know if there's any reason not to bump it to .18.

I tried to get the military going, but I couldn't create any squads. I think it's an old glitch that may be carried over from an older version. I don't know if there's a fix or a workaround.

Also, I was wrong about the way to grow grass on obsidian tiles. I thought you just had to get cast obsidian wet and exposed to the sky. That's wrong. What you have to do is construct something (floor, wall) on cast obsidian and then deconstruct it. The tile will then be furrowed peat, which will eventually start growing grass and (I think) trees. If you want a project to employ the massive workforce you could construct and deconstruct floors on each tile on level 54.

Also, be very careful digging out level 54. I cast that level with up/down stairs ringing the walls on the floor above, and it resulted in an obsidian wall under those stairs, but no obsidian floor above it after I deconstructed the stairs. If you go up to level 55 and k over those tiles you just see "empty space" even though there's obsidian below. I kept playing a bit with the fort and managed cause a few 30 story cave-ins before I figured that one out.

Title: Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!

Post by: **Xenos** on January 05, 2011, 05:46:28 pm

You could try converting the magma pumpstack to the "improved" design and see if you get a noticeable FPS boost.

Title: Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!

Post by: **TurkeyXIII** on January 05, 2011, 11:45:02 pm

The magma stack tends to be off unless it's being used anyway. What do you mean by "improved" design?

Title: Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!

Post by: **Graebeard** on January 06, 2011, 12:18:07 am

I think he means this one (<http://www.bay12forums.com.smf/index.php?topic=72296.msg1772802#msg1772802>), but you're right, the stack is off most of the time, so that design wouldn't really improve anything. Even if it did, rebuilding the whole stack (at least 75 stories, right?) may not be worth a few fps gain.

Title: Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!

Post by: **JoshBrickstien** on January 06, 2011, 02:50:06 pm

Huh, this is odd.

~~Looks Like I'll need to skip my turn~~

Graebeard, could you re-upload the save, I'm getting an error when I try to move it to my saves folder.

Title: Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!

Post by: **Graebeard** on January 06, 2011, 05:26:01 pm

Sure, here you go (<http://dffd.wimbli.com/file.php?id=3653>). I re-uploaded the same zip file. I can't re-zip it because I've kept playing a bit. If this one doesn't work I can zip the save I've been playing with, but it's the 17th of Slate already. Let me know if you need me to post it.

Title: Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!

Post by: **Hydrall** on January 06, 2011, 05:28:39 pm

I would like to signup for this, if signups aren't closed. It looks really interesting.

Although... By this point I'd have no idea what's going on in the place, so maybe I shouldn't.

Title: Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!

Post by: **Japa** on January 06, 2011, 09:06:54 pm

Quote from: Hydrall on January 06, 2011, 05:28:39 pm

Although... By this point I'd have no idea what's going on in the place, so maybe I shouldn't.

hasn't stopped us before.

Title: Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!

Post by: **JoshBrickstien** on January 06, 2011, 11:45:32 pm

Quote from: Graebeard on January 06, 2011, 05:26:01 pm

Sure, here you go (<http://dffd.wimbli.com/file.php?id=3653>). I re-uploaded the same zip file. I can't re-zip it because I've kept playing a bit. If this one doesn't work I can zip the save I've been playing with, but it's the 17th of Slate already. Let me know if you need me to post it.

It works this time! I'll get to work on it now!

EDIT: Woah, this fort is slow. I suppose atom smashing about 70 dwarves is a no-no?

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!**
Post by: **Urist Imiknorris** on **January 07, 2011, 12:23:43 am**

Atom smash all animals.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!**
Post by: **JoshBrickstien** on **January 07, 2011, 12:36:21 am**

Quote from: Urist Imiknorris on January 07, 2011, 12:23:43 am

Atom smash all animals.

Not Dwarves? 3=

But atom smashing animals is hard. I'll just butcher them all instead. It will take longer, but eh. Or I could just cage them all.

EDIT: As much As I hate to say it, I really can't do this. You'll have to skip me. I simply CAN'T handle a fortress where looking at the health screen causes crashes. This is terribly sad to say. Also, my computer can't take the FPS. Sorry guys!

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!**
Post by: **Sizik** on **January 07, 2011, 01:47:36 am**

Ok, next is Argembarger.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!**
Post by: **Argembarger** on **January 07, 2011, 02:29:30 am**

holy crap I totally forgot that this was a thing I signed up for.

Uh; hm.

How much real-life time am I allotted?

I'm kind of a busy college student right now.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!**
Post by: **Sizik** on **January 07, 2011, 10:03:36 am**

As much as it takes, as long as you post in the thread semi-regularly so that we know you're not dead.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!**
Post by: **Argembarger** on **January 09, 2011, 02:29:09 am**

Sounds good to me. I'll get started soon.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!**
Post by: **Argembarger** on **January 11, 2011, 02:50:58 pm**

Ok well since I was incapable of getting anything done at all on this over the weekend, because I was so busy, I think it's safe to say I am too busy this quarter to do this at all.

Sorry, but you should skip me. :(

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!**
Post by: **Chaoseed** on **January 11, 2011, 04:09:19 pm**

...oh crap, am I next? O_o

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!**
Post by: **Sizik** on **January 11, 2011, 06:17:27 pm**

Yes you are.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!**
Post by: **Chaoseed** on **January 12, 2011, 10:10:52 pm**

Okay...today was taken up with shoveling snow. But just now I downloaded the save and started playing. I'm using 0.31.18, but it doesn't seem to be a problem yet. However, I'm getting pretty low framerate...I'll see what I can get done tomorrow. (Is there, ah, a limit to how long I have?)

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!**
Post by: **Sizik** on **January 12, 2011, 11:13:59 pm**

Quote from: Chaoseed on January 12, 2011, 10:10:52 pm
Okay...today was taken up with shoveling snow. But just now I downloaded the save and started playing. I'm using 0.31.18, but it doesn't seem to be a problem yet. However, I'm getting pretty low framerate...I'll see what I can get done tomorrow. (Is there, ah, a limit to how long I have?)

I can't really be too strict with a time limit, seeing as my last turn took over two months, but try to keep it under that.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!**
Post by: **Sizik** on **January 18, 2011, 01:11:05 pm**

Any progress?

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!**
Post by: **Darvi** on **January 18, 2011, 01:25:50 pm**

This is effing amazing. What's the green stuff the tower's made of?

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!**
Post by: **Urist Imiknorris** on **January 18, 2011, 01:33:02 pm**

Orthoclase.

I will sign up for a turn.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!**
Post by: **Darvi** on **January 18, 2011, 03:05:18 pm**

Quote from: [Urist Imiknorris](#) on January 18, 2011, 01:33:02 pm

Orthoclase.

K thanks.

I would also sign up, however I'm totally incompetent at keeping people alive.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!**
Post by: **billybobfred** on **January 19, 2011, 12:53:14 am**

I will totally join in this endeavor. This is awesome.

I think we should build a clear glass magma reservoir on the entire top z-level, but I guess it's up to whoever gets it?

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!**
Post by: **Chaoseed** on **January 26, 2011, 01:22:05 pm**

So, yeah...I kind of took a week or so off for...stuff. But I've been playing the last few days.

The real problem is figuring out what needs to be done and what I can do. As far as I can tell, the fortress is in pretty good shape...I have to figure out what all the projects are, what new stuff is possible...

* I like the orthoclase ribbon; I'm continuing it, but it's a little hard to figure out where precisely the ramps get put in. Or maybe it's easy and I'm just stupid. I'll go stare at it some more...

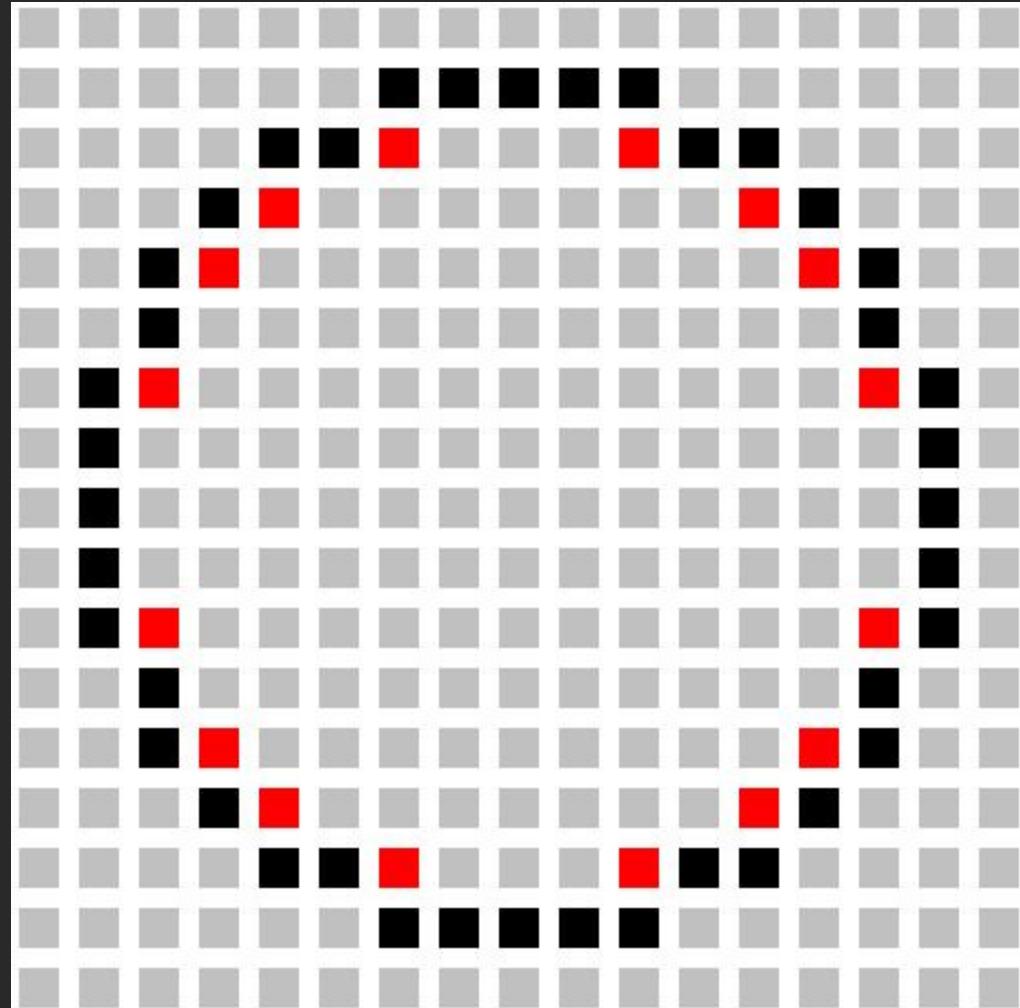
* I guess the highest level (except for the ribbon extension) is an obsidian farm, with the current "crop" being channeled out? I'll go ahead and continue that, I guess. We have lots of blocks, though, don't we?

* I'll build up to the next level and add some pillars, mosaics, that kinda thing. Just for fun.

* Is there anything urgent that I missed? I'll check back through the thread...

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!**
Post by: **Graebeard** on **January 26, 2011, 02:35:36 pm**

The ribbon is pretty straightforward, but I don't know how easy it is to see the pattern without being told. Basically, it's just following the circumference of the tower circle below. Each floor above the last is placed one spot counter-clockwise from the one below it, not counting "internal" blocks. An internal block is one that you can't see from the outside. For example, the red blocks in this circle can't be seen from the outside and so are skipped over:



There will always be either one or two walls below that are not covered by the next layer of the ribbon, and that's where you put the ramps. Also, you can see where the ramps are supposed to go on level 54 because I used microcline and olivine on the walls that need to be deconstructed.

As far as level 54 goes, you can do whatever you like. I figured it would be faster to cast new levels than build them, but if you prefer to farm obsidian and use that for constructions you can do that too.

If you decide to channel out the level (digging up ramps is safer than channeling here) be very careful. See my post on the last page about accidents I was having.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!**
Post by: **Chaoseed** on **January 26, 2011, 09:22:04 pm**

AHA! Yes, that makes it much clearer. :)

I'm doing all right with the channeling and building. However, for some reason the dwarves appear to be bleeding everywhere...I wonder if they're falling down when someone channels out from under them? But I can never really catch any of them with injuries...

looks at one of the "injured" dwarves "Japa" the Lumberjack has a numb arm. ("NARRRRRM") His inventory is...a battle axe and 20 "water covering"? Maybe he's got hypothermia or something? O_o

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!**

Post by: **Twoboard** on **January 27, 2011, 09:22:35 am**

By the bearded gods i am glad this kept running. What an enormous crapfest. This is glorious. Graebeard, your additions are nothing short of stellar. Good work guys, to all of those who contributed in keeping this monstrosity alive.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach**

Post by: **Hydrall** on **January 27, 2011, 01:43:32 pm**

Wait, could hypothermia and heatstroke actually happen? That would surprise me, actually.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!**

Post by: **timferius** on **January 27, 2011, 02:49:45 pm**

Looks Awesome guys! I had completly forgotten about this, I still remeber when it was a stunty littly tower *tear*. Now there's kings and ribbons and everything! I wonder if my gold road/trade depot still exists...

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!**

Post by: **Graebeard** on **January 27, 2011, 03:21:14 pm**

Yup, they're still there jazzing up the place.

Also, does anyone have any clue how the generator actually works? The generator's pumps weren't even powered during my turn but it was still spitting out 3100 power...

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!**

Post by: **Sizik** on **January 27, 2011, 08:11:51 pm**

Quote from: Graebeard on January 27, 2011, 03:21:14 pm

Yup, they're still there jazzing up the place.

Also, does anyone have any clue how the generator actually works? The generator's pumps weren't even powered during my turn but it was still spitting out 3100 power...

The water is "flowing" from under the generators into the pump stack, so that's presumably where the power is coming from. Closing off the generator from the pump stack seems to have no effect, though.

Also, I think our magma pump might be a new record at 84 z-levels. Anybody know of any taller ones?

Edit: Uploaded map of Graebeard's save (link in OP).

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!**

Post by: **Chaoseed** on **January 27, 2011, 10:53:44 pm**

I have to say, guys, the more I look at this fortress the more impressed I am. It really is a masterpiece. Unfortunately, the FPS is making it pretty hard to play...I'll keep going though.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!**

Post by: **Graebeard** on **January 27, 2011, 11:09:51 pm**

Yeah, it's weird. When I first started it was really frustrating. Then when I switched back to 50 fps forts things felt really hectic.

I'm not sure whether anyone bumped up the dwarf's speed, but we talked about doing it. If things are too slow you can speed 'em up.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!**

Post by: **Sizik** on **February 03, 2011, 05:03:47 pm**

How goes it?

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!**

Post by: **Sizik** on **February 15, 2011, 04:28:11 pm**

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!**

Post by: **Darvi** on **February 15, 2011, 04:40:28 pm**

I think we should skip, been over 2 weeks since the last post.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!**

Post by: **billybobfred** on **February 17, 2011, 11:43:49 pm**

Yeah, Chaoseed hasn't even logged on in over a week.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!**

Post by: **Sizik** on **February 19, 2011, 08:43:39 pm**

Okay, skipping Chaoseed, moving on to Urist Imiknorris.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!**

Post by: **Urist Imiknorris** on **February 20, 2011, 12:03:09 pm**

Dammit, why is it that in any succession game, my turn always comes up when I'm too busy to play DF?

Title: Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!

Post by: **Scaraban** on February 20, 2011, 01:23:13 pm

Quote from: Urist Imiknorris on February 20, 2011, 12:03:09 pm

Dammit, why is it that in any succession game, my turn always comes up when I'm too busy to play DF?

it's how succession games work

Title: Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!

Post by: **Chaoseed** on February 21, 2011, 03:27:26 pm

Yeah...it was a combination of the framerate and being busy in real life that kinda turned me off this particular game. If you guys want to see what I accomplished, here it is: Skyscrapes 1068b (http://chooseed.com/dwarffortress/Skyscrapes_1068_b.zip)

Title: Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!

Post by: **JacenHanLovesLegos** on February 28, 2011, 01:41:31 pm

Wow. Just wow. This fort inspired me to make a tower-fort. It's going pretty slow, at this rate I'll have done 50 levels (the height level) in about 25 years.

Title: Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!

Post by: **Graebeard** on February 28, 2011, 06:10:41 pm

Sounds cool, you should upload pics/map.

Title: Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!

Post by: **Reelyanoob** on March 26, 2011, 09:09:56 pm

Quote from: JacenHanLovesLegos on February 28, 2011, 01:41:31 pm

Wow. Just wow. This fort inspired me to make a tower-fort. It's going pretty slow, at this rate I'll have done 50 levels (the height level) in about 25 years.

I'd just like to let you guys know, DF version 31.23 has some serious speed increase. Doubled the FPS of my fort on my tired old laptop, though most people report 10-20% increase.

Title: Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!

Post by: **Urist Imiknorris** on March 26, 2011, 09:11:45 pm

Oh wow. I am the active player. It is me. Unfortunately, it cannot be me. I have RL work to do.

EDIT: Just like further up on this page.

EDIT2: Reply #612 :o.

Title: Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!

Post by: **Sizik** on March 27, 2011, 01:43:59 pm

On to Hydrall, then.

Title: Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!

Post by: **Sizik** on April 03, 2011, 01:46:18 pm

No response from Hydrall, on to billybobfred.

Title: Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!

Post by: **Darvi** on April 03, 2011, 02:11:51 pm

Eh, since there's nobody else left, I'll sign up. No guarantee though that I won't screw this up.

Title: Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!

Post by: **billybobfred** on April 03, 2011, 03:15:51 pm

Hey, it's my turn.

... I'm gonna have to go back and download .16 to play this, aren't I? Oh well, shouldn't take too long.

Actually, I think it's safe to update to .18. .19 added yarn though, which could well result in impossible moods, so I think we won't be updating past that.

Title: Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!

Post by: **Graebeard** on April 03, 2011, 03:43:20 pm

Is the save compatible with .25? Might be nice to take advantage of the speed increases if so.

Title: Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!

Post by: **billybobfred** on April 03, 2011, 03:49:05 pm

Quote from: Graebeard on April 03, 2011, 03:43:20 pm

Is the save compatible with .25? Might be nice to take advantage of the speed increases if so.

Technically, I imagine it is, but like I said, yarn might make for impossible moods.

We... could turn artifacts off. This seems like a horrible, completely undwarvenly thing to do... but we could.

I'm definitely bumping it to .18, though.

Title: Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!

Post by: **Kogut** on April 04, 2011, 05:59:14 am

Quote from: JacenHanLovesLegos on February 28, 2011, 01:41:31 pm

Wow. Just wow. This fort inspired me to make a tower-fort. It's going pretty slow, at this rate I'll have done 50 levels (the height level) in about 25 years.

Also me. But I will do it without volcano and digging. And with FD mod. Posts in facepalm thread are coming!

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!**

Post by: **Reelyanoob** on April 04, 2011, 07:12:26 am

Quote from: billybobfred on April 03, 2011, 03:15:51 pm

Actually, I think it's safe to update to .18. .19 added yarn though, which could well result in impossible moods, so I think we won't be updating past that.

Someone else on the forums had a yarn mood on a legacy fort. Adding yarn tags to Silk fixed it

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!**

Post by: **billybobfred** on April 04, 2011, 08:53:19 am

Really?

Well, in that case, all the way to .25 it is. (i don't actually know which file silk is in or what "yarn tags" it needs though)

BUT. I have a lot of stuff going on today, so if Darvi or one of the many, many people who gave up their turn wants to go *right now*, they can. Otherwise I'll probably get started tomorrow.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!**

Post by: **FearfulJesuit** on April 04, 2011, 08:08:14 pm

I'll take a turn. And after we reach 100, we need to change the layout of the tower so that it can support a magma pump-stack going all the way up to the top. How far down is the magma?

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!**

Post by: **Sizik** on April 04, 2011, 11:09:58 pm

Quote from: dhokarena56 on April 04, 2011, 08:08:14 pm

I'll take a turn. And after we reach 100, we need to change the layout of the tower so that it can support a magma pump-stack going all the way up to the top. How far down is the magma?

30 z-levels below the surface.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!**

Post by: **Graebeard** on April 05, 2011, 01:14:20 am

Quote from: dhokarena56 on April 04, 2011, 08:08:14 pm

I'll take a turn. And after we reach 100, we need to change the layout of the tower so that it can support a magma pump-stack going all the way up to the top. How far down is the magma?

No need to re-design the tower. Water and magma pump stacks currently make it up to the 55th floor above ground level.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!**

Post by: **billybobfred** on April 05, 2011, 09:27:30 am

All right, I added [YARN] to [MATERIAL_TEMPLATE:SILK_TEMPLATE], so that should save us from any impossible moods.

Didn't seem to crash the game, so I'm getting started now.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!**

Post by: **FearfulJesuit** on April 05, 2011, 11:14:26 am

Quote from: Graebeard on April 05, 2011, 01:14:20 am

Quote from: dhokarena56 on April 04, 2011, 08:08:14 pm

I'll take a turn. And after we reach 100, we need to change the layout of the tower so that it can support a magma pump-stack going all the way up to the top. How far down is the magma?

No need to re-design the tower. Water and magma pump stacks currently make it up to the 55th floor above ground level.

Then maybe...

I know this sounds absolutely bonkers, but dwarves can do anything- what if we obsidian casted an **exact replica** of the tower right next to it?

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!**

Post by: **billybobfred** on April 05, 2011, 12:12:00 pm

Quote from: dhokarena56 on April 05, 2011, 11:14:26 am

I know this sounds absolutely bonkers, but dwarves can do anything- what if we obsidian casted an **exact replica** of the tower right next to it?

Complete with pump stacks, clear glass+magma royalty cube, and everything? :o

10th Granite, 1068

It's a marvel of dwarven engineering.

It's also completely incomprehensible.

1 squad, 0 soldiers, 0 active	Inactive: No scheduled order	
SQUADS/LEADERS	SQUAD POSITIONS	CANDIDATES
Squad: 0/10 Axedwarves	1. VACANT	You need somebody who can appoint this position.
The Golden Tombs militia commander	2. AVAILABLE	
militia captain	3. AVAILABLE	
militia captain	4. AVAILABLE	
militia captain	5. AVAILABLE	
	6. AVAILABLE	
	7. AVAILABLE	
	8. AVAILABLE	
	9. AVAILABLE	
	10. AVAILABLE	

And why do we have no military?

Momuz Likotbecor, "Momuz Inktempted", king

Owned Objects: 24

Holdings: Opulent Throne Room
Grand Bedroom
Grand Dining Room
Grand Mausoleum
10 Chests
6 Cabinets
7 Weapon Racks
6 Armor Stands

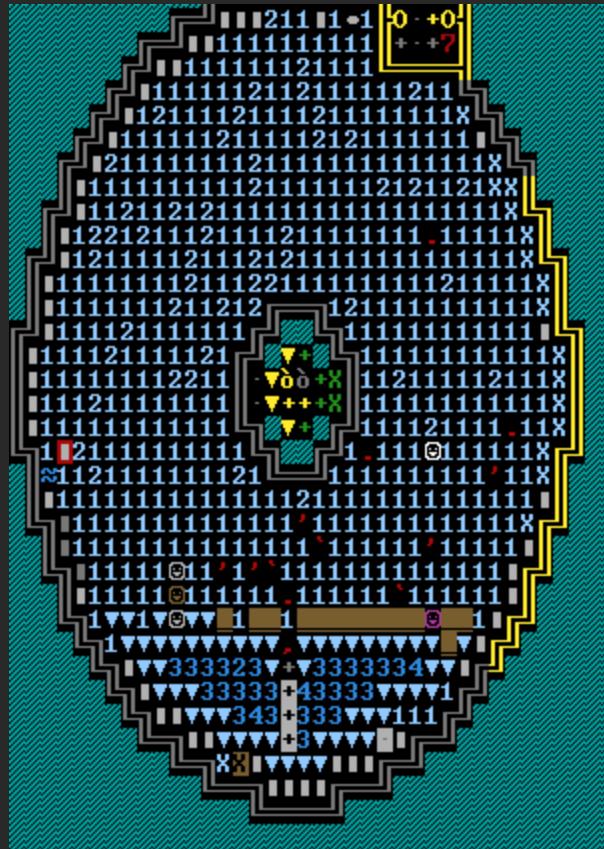
Needs: Royal Throne Room
Needs: Royal Bedroom
Needs: Royal Dining Room
Needs: Royal Mausoleum
Needs: 10 Chests
Needs: 5 Cabinets
Needs: 5 Weapon Racks
Needs: 5 Armor Stands

The king lives here?! and he's not being properly provided for?

Well, that's easy to fix, at least. I order some artifacts that are lying about to be installed in his rooms. A weapon rack, a rope, an animal trap, and a quern.

Hey, he didn't say they had to make sense.

I also get a report from a miner about "dangerous terrain". I have a quick look, and...

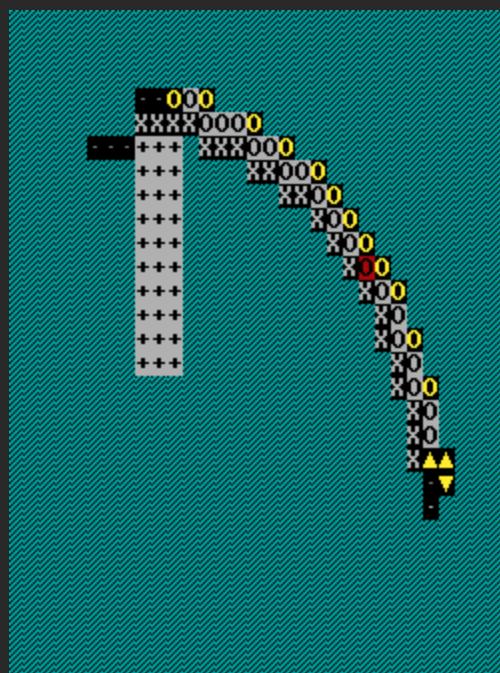


... It's an obsidian farm. Fascinating. The current orders are for it to be micromanaged and channeled out one row at a time. I've no idea why.

To be frank, I've no idea what's going on in this fort at all. I'm just going to continue the ribbon and call that my contribution.

12th Granite

In order to properly continue the ribbon, I'll need a set of masonry shops set up to produce nothing but orthoclase blocks. Currently, all the shops are next to "everything but orthoclase" stockpiles. The point being, I suppose, to not waste ribbon-worthy orthoclase on such things as doors and weapon racks.



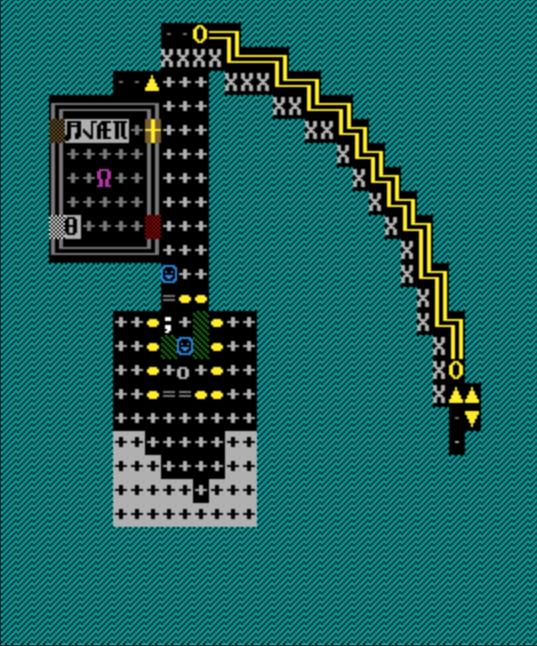
Here will do.

4th Slate

There's a forgotten beast running around in the caverns, too. Some huge one-eyed swan with a bulging trunk, fluffed feathers, and poisonous gas.

I... think it can't get to us.

18th Slate



I may as well give myself a bedroom overseeing the process, after all, it was my idea. ... The block factory, not the ribbon itself.

6th Felsite

I've finally finished the unconstructed half-layers of the ribbon that the previous overseer left for me and started building it on my own. It's kind of intimidating...

(technically this happened a while ago but I forgot to mention it then)

12th Felsite

A carpenter has been possessed!

17th Felsite

She's started building... whatever it is. She's muttering "Dumurrab Rorashingish" over and over.

21st Felsite

Dumurrab Rorashingish, "Hauntgloves the Calamitous Bodice", a oaken armor stand

This is a oaken armor stand. All craftsmanship is of the highest quality. It is decorated with oak and clear glass. This object menaces with spikes of rope reed fiber, kunzite, chrysocolla, calcite and rock crystal. On the item is an image of Wadblue the wolf and Goden Paddledcalmed the dwarf in turquoise. Goden Paddledcalmed is striking down Wadblue. The artwork relates to the killing of the wolf Wadblue by the dwarf Goden Paddledcalmed in The Plaited Hills in 357.

An armor stand, eh?

1st Hematite

Summer has arrived. So far I've added two levels to the ribbon.

Title: Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!

Post by: Graebeard on April 05, 2011, 12:19:15 pm

Sweeeeeeeeet. What kind of fps are you getting?

Sorry about the channeling thing at the obsidian farm. I had a totally misguided notion of how to get trees and grass to grow up there. Do whatever you want with it, just be careful: I kept accidentally causing cave-ins while I played around with the save.

Title: Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!

Post by: billybobfred on April 05, 2011, 12:28:45 pm

I haven't turned on the FPS counter, but it's slow enough that I know it's lagging.

Title: Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!

Post by: Sizik on April 05, 2011, 01:13:13 pm

Quote from: Graebeard on April 05, 2011, 12:19:15 pm

Sweeeeeeeeet. What kind of fps are you getting?

Sorry about the channeling thing at the obsidian farm. I had a totally misguided notion of how to get trees and grass to grow up there. Do whatever you want with it, just be careful: I kept accidentally causing cave-ins while I played around with the save.

If you have a layer of walls (natural or constructed) underneath, it should stop any cave-ins from penetrating through to the rest of the tower.

Title: Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!

Post by: Scaraban on April 05, 2011, 04:13:27 pm

because that could cause great fun....

Title: Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!

Post by: billybobfred on April 06, 2011, 12:58:13 pm

So, what is up with the military, anyway?

If we disbanded it because nobody was attacking us, that's fine, but if it vanished due to a glitch, I'll want to know how to set it back up.

Title: Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!

Post by: Graebeard on April 06, 2011, 02:00:07 pm

There was an old bug in the early 31.xx days, I forget exactly how it worked, but appointed nobles who died sometimes couldn't be replaced. I think that meant you couldn't assign squads since there was no captain of the guard. I don't know if there was ever a workaround for it or not.

Title: Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!

Post by: billybobfred on April 06, 2011, 02:03:16 pm

Quote from: Graebeard on April 06, 2011, 02:00:07 pm

There was an old bug in the early 31.xx days, I forgot exactly how it worked, but appointed nobles who died sometimes couldn't be replaced. I think that meant you couldn't assign squads since there was no captain of the guard. I don't know if there was ever a workaround for it or not.

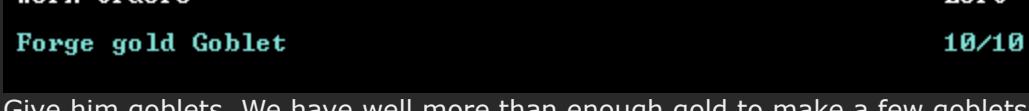
Oh, that's why. ... Yeah, I think that's what's happening here, since it says I need someone who can appoint the leader, and there's no captain on my 'n'obles screen.

1st Hematite

Eh? There's a mandate?

Oh. I actually already saw that, I just... thought it was finished already?

Well, hey, he wants goblets?



Give him goblets. We have well more than enough gold to make a few goblets, mirite?

7th Hematite

Aaand he's now banned the export of tables. Because why the spore not?

11th Hematite

Another layer of the ribbon done.

Some mason can't find one of his socks or some such crap. I don't know. He won't tell me what the thing is, only that he can't reach it. Bawww.

12th Hematite



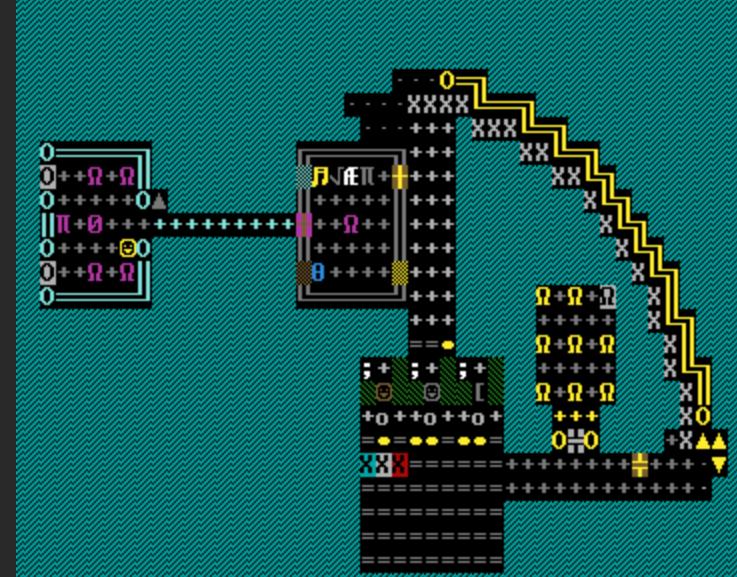
Oh. Oh my.

Badgers.

(at least it's safely trapped in the caverns, right guys? ... right?)

17th Hematite

I've also built a sculpture garden by the orthoclase block factory, so dwarves will hang around there and be readily available for work and such.



Isn't it beautiful? I'm thinking of also putting a dining room next to it...

Oh? That microcline room over by my quarters? Well, that's going to be my tomb. ... What? I like black bronze and microcline.

26th Hematite

So, I've noticed there's adamantine in the magma sea, and I'm wondering if, perhaps, the tube might continue upward... Above the boiling danger, if you get my drift.

But I'm not even sure how I'd go about checking.

Also, where'd we get our gold? I'm starting to run low.

1st Malachite

```
Ingish Keskalshedim, Mason cancels Store Owned Item: Item inaccessible.  
Ingish Keskalshedim, Mason cancels Store Owned Item: Item inaccessible.  
Ingish Keskalshedim, Mason cancels Store Owned Item: Item inaccessible.  
Ingish Keskalshedim, Mason cancels Store Owned Item: Item inaccessible.  
Ingish Keskalshedim, Mason cancels Store Owned Item: Item inaccessible.
```

Shut.

UP.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!**

Post by: **billybobfred** on April 06, 2011, 02:05:41 pm

Oh, and as for FPS, I turned the counter back on and I'm getting 20-25. Is that better or worse than before the upgrade?

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!**

Post by: **Graebeard** on April 06, 2011, 02:24:39 pm

Way better. I was getting 7-12 during my turn.

Quote from: **billybobfred** on April 06, 2011, 02:03:16 pm

12th Hematite



Oh. Oh my.

Badgers.

(at least it's safely trapped in the caverns, right guys? ... right?)

There's no direct way into the fort from the caverns (I think), but there *was* a FB that got in a while back. I've heard that sometimes they can cross z-levels diagonally. It's possible that we've got some openings like that flyers could use.

Also, first badger FB I've seen. I *really, really* hope he doesn't get in.

Quote from: **billybobfred** on April 06, 2011, 02:03:16 pm

Also, where'd we get our gold? I'm starting to run low.

There should still be a bunch you can mine in the first few levels below ground.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!**

Post by: **billybobfred** on April 06, 2011, 04:34:04 pm

11th Malachite

Another level of the ribbon done... or, wait, did I do that one last month? I should start writing this stuff down. Well, the one I'm thinking of this time is 77 Urists above ground.

19th Malachite

As I complete Z+78 of the ribbon, I notice I've made a slight error in designing it. I've been advancing the front end exactly as intended, skipping internal squares and all, but I've not been doing the same with the rear.

... Actually, now that I look at previous levels, it seems that previous leaders haven't been advancing the same way I have. Dangit. I thought I understood this thing.

I believe there's a fort bylaw prohibiting me from advancing any higher this year, so I'll be working on improving the five levels I've added.

How, you ask? Four words: Solid. Gold. Dining room.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!**

Post by: **billybobfred** on April 06, 2011, 05:52:00 pm

11th Galena



See that?

If anyone's wondering how forgotten beasts got into the fort in the past, that's how. I'm sealing it up

... At least, I hope that's how. The alternative is that there's a second hole in our defenses.

16th Galena

A human caravan has arrived. I doubt they'll have anything worth trading for, but let's at least look, yes?

19th Galena

Okay, aside from all the seeds, dye, sand, booze, meat, and cheese that I can't resist getting with our overpriced golden goblets, that is.

We don't need any of the stuff I just bought, but I got it anyway, because I can.

23rd Galena

There's, um, a blob of vomit running around in our quarry. I guess there's a hole I don't know about



That's the only one I could find... but it's only a way in if you can fly. I don't think vomit can fly. Can it?

4th Limestone

The monster is sealed away. But we paid dearly.

*Feb Idenstigaz, Mecha-Acolyte has been struck down.
*Likot Igathlogem, Mason has been struck down.
'Japa', Lumberjack! has been struck down.
Shorast Oltarothlest, Hauler has been struck down.

Our ~~inexplicable inability to create an army~~ pacifist ideals meant that the only option was to get it into a dead end and wall it off. Our ~~cowardly tendency to run in a random direction at the sight of danger~~ reasonable concern for our own safety made this a difficult task. But we're now safe from Dungda Spugacvutu Cishsimo.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!**

Post by: **Japa** on April 06, 2011, 07:19:00 pm

/me falls to his knees, puts his fists into the air, and screams "NOOOOOOOOooooooooooooooooooooo....."

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!**

Post by: Reelyanoob on April 06, 2011, 11:22:36 pm

Quote from: billybobfred on April 06, 2011, 05:52:00 pm

Our inexplicable inability to create an army pacifist ideals meant that the only option was to get it into a dead end and wall it off. Our cowardly tendency to run in a random direction at the sight of danger reasonable concern for our own safety made this a difficult task. But we're now safe from Dungda Spugacvutu Cishsimo.

How about tunnelling the ceilings thin over the map-edge entrances to the cavern, then drop a multi-z-level chunk of cast obsidian / natural stone through that ceiling. Done right, it will totally block up the entrance safely without having to send guys down there.

The other alternative is to magma fill the cavern, layer by layer, dumping water in to fill with obsidian. This would make the whole area available for digging out. I'd leave the map entrances areas intact though, so you can try and catch GCS or similiar.

Great to hear the FPS really did help.

Title: Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!

Post by: **billybobfred** on April 07, 2011, 08:27:02 am

There were already guys down there, is the problem. That's how I found out about the FB in the first place, actually. "People cancel stuff: interrupted by Forgotten Beast" and all that.

Title: Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!

Post by: **billybobfred** on April 07, 2011, 10:21:04 am

23rd Limestone

Sizik II, our manager and mason, has been taken by a fey mood.

8th Sandstone

FPS: 100 (49) Dimshasamem, "The Poetic Curl", a diorite quern

This is a diorite quern. All craftsmanship is of the highest quality. It is encrusted with diorite and encircled with bands of clear glass and donkey bone. This object is adorned with hanging rings of birch and menaces with spikes of donkey bone, rock crystal and horse bone. On the item is an image of a mule in diorite. On the item is an image of a mule in obsidian. On the item is an image of Bomrek Trotshot the dwarf and dwarves in clear glass. Bomrek Trotshot is surrounded by the dwarves. The artwork relates to the ascension of the dwarf Bomrek Trotshot to the position of queen of The Glorious Mirror in 374.

Uh. What?

10th Sandstone

We're allowed to export tables again. You know, if anyone wanted to do that.

24th Sandstone

Now he wants me to make crap out of billon. Billon? Really? Ugh. How about some coins, then?

Oh, we don't actually have any bars *available*. lousy goddamn worthless bookkeeper

2nd Timber

Oh. Oh. I see. After I went to all that trouble to get some copper to make our billon with, we've got no SILVER.

9th Timber

Okay. If Ingish Keskashedim doesn't shut up about his lost sock or whatever, I'm going to sporing atomsmash him.

15th Timber

The solid gold dining room is officially done.

And, to be honest, that's all I got. Here's the map. (<http://mkv25.net/dfma/map-10244-skyscapeshtower-fortress>)

Anyone have any ideas, or should I just be done?

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!**

Post by: **Graebeard** on April 07, 2011, 12:29:20 pm

Great additions. I particularly love the nether cap bed and coffin. It would be pretty sweet if a corpse left in a nether cap coffin froze solid and never decayed...

Quote from: **billybobfred** on April 07, 2011, 10:21:04 am

And, to be honest, that's all I got. Here's the map. (<http://mkv25.net/dfma/map-10244-skyscapeshtower-fortress>)

Anyone have any ideas, or should I just be done?

Well, I was going to turn the obsidian farm into a floating garden by building/removing floors over all the cast obsidian and either removing all those obsidian walls or replacing them with windows. If you really are done do you mind if I wrap up your turn for you?

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!**

Post by: **billybobfred** on April 07, 2011, 12:43:17 pm

The coffin's not nether-cap, it's black bronze. My dwarf likes black bronze. And statues. So he *really* likes black bronze statues, I imagine.

Though, maybe the coffin should have been nether-cap... I'm half tempted to load up the save just to replace it, now... nah, I'd have to redo the DFMA map. Here's the save. (<http://dfffd.wimbl.com/file.php?id=4145>)

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 73 z-levels; Come help us reach 100!**

Post by: **Darvi** on April 07, 2011, 01:39:36 pm

A cryotank? Nifty idea.

Welp, I'll try to get the save somehow.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**

Post by: **Graebeard** on April 07, 2011, 02:05:22 pm

Darvi, do you mind if I round out billybobfred's turn? I should have something up later tonight.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**

Post by: **Darvi** on April 07, 2011, 07:52:10 pm

Be my guest. I won't be able to download until tomorrow afternoon.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**

Post by: **Darvi** on April 08, 2011, 11:00:40 am

So?

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**

Post by: **FearfulJesuit** on April 08, 2011, 11:01:50 am

Darvi, I won't be able to download until Monday, so if you feel rushed you can take as much of the weekend as you wish.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**

Post by: **Darvi** on April 08, 2011, 11:16:07 am

I won't finish this turn before then anyway, regardless of whether you can download or not. No offense. Considering that I still don't have the save and all that.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**

Post by: **Graebeard** on April 08, 2011, 12:09:02 pm

Well, I don't know what's going on, but I can't seem to get this trick to work. I kept playing after my last upload a bit and was able to turn all those obsidian floors into peat, but now for some reason they're turning into diorite instead. I asked around for a solution, but I'm starting to think it has something to do with the updated version. Oh well. Darvi, you should just go ahead and grab billybobfred's save and take the rest of his turn.

Here's a picture of what could have been. It would have looked great with a year or two to grow and fill in.



Edit: freaking Ingish...

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**
Post by: **Darvi** on April 08, 2011, 12:13:35 pm

I have no idea what you were trying to accomplish, but whatever. DLing.

Oh gods I hold > and it looks like some weird game of Snake xD

So anything I should know about?

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**
Post by: **Graebeard** on April 08, 2011, 12:29:49 pm

Quote from: **Darvi** on April 08, 2011, 12:13:35 pm

So anything I should know about?

Yes, but a full explanation would be as long as this thread.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**
Post by: **Darvi** on April 08, 2011, 12:31:35 pm

Figures *g*

Then at least tell me where I can find the lever for the entrance.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**
Post by: **billybobfred** on April 08, 2011, 01:40:24 pm

Right now, the entrance is open to the world, and I didn't see a single invader come from topside.

I think someone mentioned, wayyyy back at the beginning of the thread, that they happened to embark in a place where no hostile civs can reach them. So the caverns are the only danger. Well, that and dwarven stupidity.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**
Post by: **Graebeard** on April 08, 2011, 03:14:20 pm

Quote from: **Darvi** on April 08, 2011, 12:13:35 pm

I have no idea what you were trying to accomplish

Spoiler: This is what I was trying to do (click to show/hide)

33,40,95, r3

Reloading every 0.2s



I ringed it with green glass floors that I'm putting clear glass windows on. This is where dwarfs can come to rest, relax, and enjoy the view of their dominance from 50 floors up while the grass sways gently in the breeze.

Alas, this garden in the sky only exists in an alternate Skyscrapes universe.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**

Post by: **Darvi** on April 08, 2011, 03:16:36 pm

Heh.

Well, I am almost done with my 3rd Z-level, so I might find some time to start that.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**

Post by: **Graebeard** on April 08, 2011, 04:00:36 pm

Yeah, I'm not sure if it'll work. I started a thread about the issue over here (<http://www.bay12forums.com/smf/index.php?topic=81727.0>) and it seems like something's changed in one of the recent updates. I couldn't get any soil going to grow grass.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**

Post by: **Darvi** on April 08, 2011, 04:03:33 pm

Ah, so it's the grass you want.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**

Post by: **JAFANZ** on April 08, 2011, 04:10:47 pm

Can't you get rooftop grass with muddied obsidian?

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**

Post by: **Graebeard** on April 10, 2011, 07:16:47 am

Happy birthday, Skyscrapes.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**

Post by: **Sizik** on April 10, 2011, 01:58:12 pm

Edit: This gives me a good megaproject idea...

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**

Post by: **Graebeard** on April 10, 2011, 06:57:41 pm



Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**
Post by: **Darvi** on April 11, 2011, 08:24:44 am

Tsukasa yay~

Also, my internet's working again, so I'll post later today.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**
Post by: **Darvi** on April 11, 2011, 11:00:26 am

From the Diary of Darvi Sezuktobul, Mason:

So I've apparently been appointed overseer of this epic fort. Sweet! I'll try to write anything notable in here so that it may never be forgotten. Now, let's start building that ribbon!

15 Timber

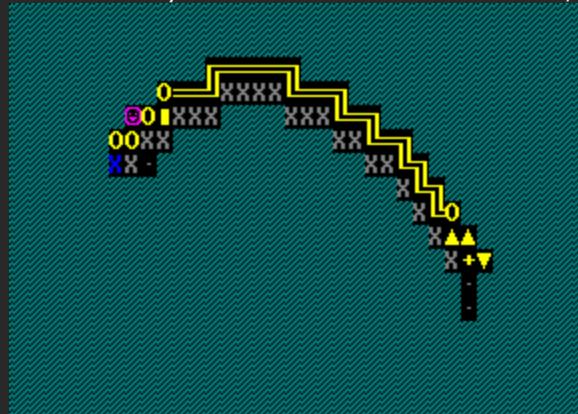
Added a layer to the ribbon. That was easier than expected! Starting the next layer.

16 Timber

A dwarven caravan has arrived. As far as I know, there's nothing we lack, so we just had a nice chat and they went back home.

20 Timber

That next layer still isn't finished. However, I have seen our King help with the constructions.



I salute to your majesty!

25 Timber

That part of the ribbon has been finished too. Who said nobles were useless? I sure as hell didn't!

27 Timber

As a gift to our king, I ordered a relief of his face be built in the caverns. Out of gold, of course.

2 Moonstone

We have struck Microcline! Huzzah!

Oh wait, not Microcline. Adamantine! I ordered the dwarves to mine some of it. Carefully of course. Everybody knows that greedy dwarves die a horrible death.



Also, platinum. I like that stuff, so I had it mined too.

Also, there are some minerals around that I really like. I told the miners to mine the entire area. And shut up about the walls being warm, we're right above the magma sea, for spore's sake, of course they're warm!

8 Moonstone

Started building the next part of the wall. I was informed that we only have 20 floors left, so I told them to make it out of pure gold.

Armok knows we have more than enough of that stuff, and that should flaunt our wealth nicely.

I ordered a stockpile built a few floors beneath the construction yard. That should save the metalsmiths some time hauling around the gold.

I also told them to build a balcony with some statues on them to be built. Once it's done we shall have a magnificent view to the north!

16 Moonstone

We found a handful of yellow diamonds. Nice.

28 Moonstone

I heard that there was another adamantine vein to the east of the first. However, that ones completely submerged in the magma sea, so we can't reach it. *sadface*

2 Opal

Got reports of one of our woodworkers being possessed by a spirit. he has been running around looking for a workshop, but apparently none seem to please him. Ah well.

3 Opal

More platinum, nice.

14 Opal

Even more platinum. We should smelt those nuggets one day.

Also, one of our children fell off the top of the tower. Remember kids, that's not a place for playing around!

16 Opal

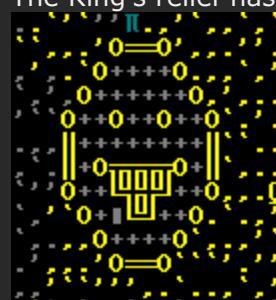
The stockpile's finished. Haul away boys!

17 Opal

Ditto for the balcony. It's small, but glorious!

23 Opal

The King's relief has been finished.



The similarities are astounding!

1 Obsidian

Somebody informed me that it's the anniversary of our glorious fort! Party time guys!

2 Obsidian

Another accident at the construction yard. Nobody noteworthy died though.

7 Obsidian

The third level of the ribbon is done. I think I'll have a floor out of green glass be built here, imagine that!

8 Obsidian

With the adamantine, I think an adamantine Hammer would be a nice present for our Hammerer.

12 Obsidian

What the spore do you mean we have no hammerer? We don't even have any military at all? And a forgotten beast that nobody has told me of is rampaging through the mines? Arg! This will end badly I fear.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**

Post by: **Graebeard** on April 11, 2011, 01:09:02 pm

Man, I really thought we'd been able to seal the mines...

Ok well. Sizik was able to trap one and drop a roof on it a while back. You could try another setup like his.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**
Post by: **Darvi** on April 11, 2011, 01:12:38 pm

It's currently busy toppling the statues. I'll try to find the breach, but seriously. It's made of glass. If we had a military it'd be no problem. However I just can't assign any /:-l

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**
Post by: **Sizik** on April 11, 2011, 02:23:03 pm

It might be <http://bay12games.com/dwarves/mantisbt/view.php?id=141> (<http://bay12games.com/dwarves/mantisbt/view.php?id=141>). Try killing all former mayors, and savescum (or not) if it doesn't fix the problem.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**
Post by: **Darvi** on April 13, 2011, 03:30:48 am

Arg, still having troubles. Good thing I made a backup save after the update.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**
Post by: **Darvi** on April 14, 2011, 04:37:16 am

Well I'll be damned. For some reason all my saves are gone. /:-l

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**
Post by: **FearfulJesuit** on April 14, 2011, 06:56:01 am

I can skip Darvi and go if people want.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**
Post by: **Darvi** on April 14, 2011, 06:58:01 am

You do that.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**
Post by: **FearfulJesuit** on April 14, 2011, 07:30:56 pm

Can't figure out why, but it won't show up when I start the game...

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**
Post by: **Graebeard** on April 14, 2011, 11:05:41 pm

What won't show up?

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**
Post by: **Darvi** on April 15, 2011, 01:30:59 am

The save probably.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**
Post by: **Reelyanoob** on April 15, 2011, 05:53:28 am

I heard adamantine sucks for hammers, because it's so light. Make adamantine picks for the miners to use. And perhaps adamantine axes for everyone else (and give them all woodcutter job, so they pick up axes) so they have some chance if they end up in a fight, though without armor, this could get really messy in case of tantrums.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**
Post by: **Darvi** on April 15, 2011, 06:41:49 am

That's exactly why I wanted to make an adamantine hammer. For the hamerer. Which we don't have. So that he doesn't kill people with it.

Anyways, feel free to use my image as a guideline to mine away the adamantine without having to buy tickets.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**
Post by: **FearfulJesuit** on April 15, 2011, 07:31:00 am

Quote from: Graebeard on April 14, 2011, 11:05:41 pm

What won't show up?

The save. I unzip the RAR, put it in the save folder and it doesn't show up when I launch the game.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**
Post by: **Graebeard** on April 15, 2011, 09:53:42 am

Are you using .25?

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**
Post by: **Reelyanoob** on April 15, 2011, 10:51:56 am

Quote from: dhokarena56 on April 15, 2011, 07:31:00 am

Quote from: Graebeard on April 14, 2011, 11:05:41 pm

What won't show up?

The save. I unzip the RAR, put it in the save folder and it doesn't show up when I launch the game.

make sure it's not in a folder save\skyscrapes\skyscrapes, because if you go "extract to folder" with winRar, this is how it ended up for me.

BTW i had a quick peek at the save file, and a goddamn FB got in! I saved it with him inside, then reloaded the original, trying to see where he got in, but he wouldn't path in a second time :(

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**
Post by: **FearfulJesuit** on April 15, 2011, 02:02:01 pm

Well then I'll be able to post on Monday. Sorry. But that's how the cookie crumbles.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**
Post by: **Darvi** on April 15, 2011, 02:05:00 pm

As long as you build everything from 81 on out of gold and put a balcony there :3

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**
Post by: **FearfulJesuit** on April 18, 2011, 06:40:49 am

Right, downloading now...

OK, it's hovering at about 30-40 fps and I'm damned if I know what the hell is going on.

Oh, it's late autumn! So the caravan arrived.

I'm currently just kind of looking around the fort. And holy fuck that's a lot of coffins. What is it with those pumps on level 4?

**AND WHY THE FUCKING HELL ARE THERE
37 DEAD CHILDREN? WHAT IS IT WITH
THIS PLACE?**

Spoiler (click to show/hide)



Damn metalsmith. Well, she won't be missed after she removes the floor she's standing on, as she has no friends and her husband is dead. I place more coffins to handle her and the random skeleton down on ground level.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**
Post by: **FearfulJesuit** on April 18, 2011, 10:17:52 am

I'll dorf a furnace operator- dhokarena56, Born Cubic and the Wisest Dwarf. He receives an all-gold bedroom with a clear glass cabinet, 2 rose gold armor stands AND an artifact oak armor stand, 2 rose gold bins and 2 all-emerald gem windows, as well as an all-gold tomb with a platinum sarcophagus and 2 platinum statues, and an all-gold dining room with a platinum chair, a platinum table, and 2 platinum statues. The tomb and dining room also have artifact querns in them.

Also I really think we should move eating arrangements to a higher level than currently.

So here's what I really think we should do. We should create a system in which, at the pull of a lever, the entire damn thing just collapses. Alternatively, we could make a multi-level dwarfputer.

<http://dfffd.wimbl.com/file.php?id=4239>

Enjoy! Who's up next?

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**
Post by: **Oglokoog** on April 18, 2011, 01:40:20 pm

Well that was an underwhelming update.

Why would you want to make a dwarfputer anyway? Same thing with the selfdestruct lever; when there's a lever, someone will inevitably come around and pull it. It doesn't even have to be unlabeled - its effects can be thoroughly documented, it could have platinum exclamation mark-shaped walls all around it and you could still be sure that eventually, someone, somehow would pull that lever.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**
Post by: **FearfulJesuit** on April 18, 2011, 01:53:43 pm

Quote from: Oglokoog on April 18, 2011, 01:40:20 pm

Well that was an underwhelming update.

Why would you want to make a dwarfputer anyway? Same thing with the selfdestruct lever; when there's a lever, someone will inevitably come around and pull it. It doesn't even have to be unlabeled - its effects can be thoroughly documented, it could have platinum exclamation mark-shaped walls all around it and you could still be sure that eventually, someone, somehow would pull that lever.

Yes. Yes, they would do that. I think you're forgetting the whole point of Dwarf Fortress.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**
Post by: **Oglokoog** on April 18, 2011, 02:03:06 pm

Quote from: dhokarena56 on April 18, 2011, 01:53:43 pm

Quote from: Oglokoog on April 18, 2011, 01:40:20 pm

Well that was an underwhelming update.

Why would you want to make a dwarfputer anyway? Same thing with the selfdestruct lever; when there's a lever, someone will inevitably come around and pull it. It doesn't even have to be unlabeled - its effects can be thoroughly documented, it could have platinum exclamation mark-shaped walls all around it and you could still be sure that eventually, someone, somehow would pull that lever.

Yes. Yes, they would do that. I think you're forgetting the whole point of Dwarf Fortress.

To pointlessly and instantly ruin 80 levels' worth of other people's work? That's just fail, no fun to be had there.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**
Post by: **Kogut** on April 18, 2011, 02:07:27 pm

Quote from: Sizik on April 10, 2010, 02:27:43 pm

4. The levels of the tower can be designed in any way you desire, as long as it won't easily collapse (e.g. with the pull of a lever). Be sure to roof over any sections of the tower you want to be considered "inside", as there might not be a floor directly above it.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**
Post by: **billybobfred** on April 18, 2011, 02:08:36 pm

Levers that destroy the whole fort--

Quote from: Kogut on April 18, 2011, 02:07:27 pm

Quote from: Sizik on April 10, 2010, 02:27:43 pm

4. The levels of the tower can be designed in any way you desire, as long as it won't easily collapse (e.g. with the pull of a lever). Be sure to roof over any sections of the tower you want to be considered "inside", as there might not be a floor directly above it.

... yeah, that.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**
Post by: **FearfulJesuit** on April 18, 2011, 06:40:41 pm

I was thinking more we get up to 100, and then it's finished and we remove scaffolding and stuff... and sooner or later we get bored so we just make the whole thing go splat.

And try and rebuild from just 7 dwarves!

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**
Post by: **Graebeard** on April 18, 2011, 06:51:45 pm

I would really like to take another turn some time to wrap up the ribbon and remove the scaffolding, but I'm super slammed right now and don't have time for a turn.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**
Post by: **Sizik** on April 19, 2011, 01:35:14 pm

I was thinking, once we finish building up to the top, we can start to build downward, digging out the ground around the tower as we go.

Edit: I think you uploaded the wrong save, dhokarena.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**
Post by: **FearfulJesuit** on April 20, 2011, 12:00:27 pm

Well, then just savescum- I don't have it now.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**
Post by: **Sizik** on April 22, 2011, 03:14:58 pm

So who wants to take the next turn?

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**
Post by: **billybobfred** on May 09, 2011, 10:30:35 pm

poke

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**
Post by: **Darvi** on May 10, 2011, 04:45:47 am

Eh, lemme try again. But this time without failing at saving.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**
Post by: **Sizik** on June 07, 2011, 02:28:09 pm

cough

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**
Post by: **Darvi** on June 07, 2011, 02:59:46 pm

Oh wait I got accepted?

Since nobody responded I assumed this just kinda died...

Aaaaanyways I already have a fort right now, so that would be a little problematic.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**
Post by: **Graebeard** on June 16, 2011, 10:25:19 pm

KK

Darvi's out. That means there's room. An opportunity. A chance.

But for whom?

You, Mr. Thursday night on the couch. You, Mr. pass me another cold one. You, Mr. McLurksBeard the Passive. You.

That's right. Pull your beard out of your purse and man up to Skyscrapes. Because it's time. Because you're worth a damn, that's why.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**
Post by: **billybobfred** on June 16, 2011, 11:03:01 pm

I can take another turn, if nobody else wants one.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**
Post by: **billybobfred** on July 07, 2011, 12:07:42 am

Weeks later, I realize that expecting someone to jump in and say "i will take a turn before you" is not the same thing as that actually happening.

I'm currently playing a turn in a different fort, but once that's done, I'll continue this fort.

Unless someone else wants to jump in...

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**
Post by: **Conan** on July 07, 2011, 07:40:45 pm

I might give this a shot. But I'll have to finish my other queued forts first.

EDIT: On a second though, after looking at that 3D rendition, I won't. Armok damn that architecture is epic.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**
Post by: **Graebeard** on July 08, 2011, 09:20:41 am

OK, against my better judgement I've decided to mess around on this during my study breaks. Mostly I'm just building the ribbon and pump stacks, and cleaning things up a bit. billybobfred, let me know if you're ready to go before I get something up and I'll just pass you the work I've done.

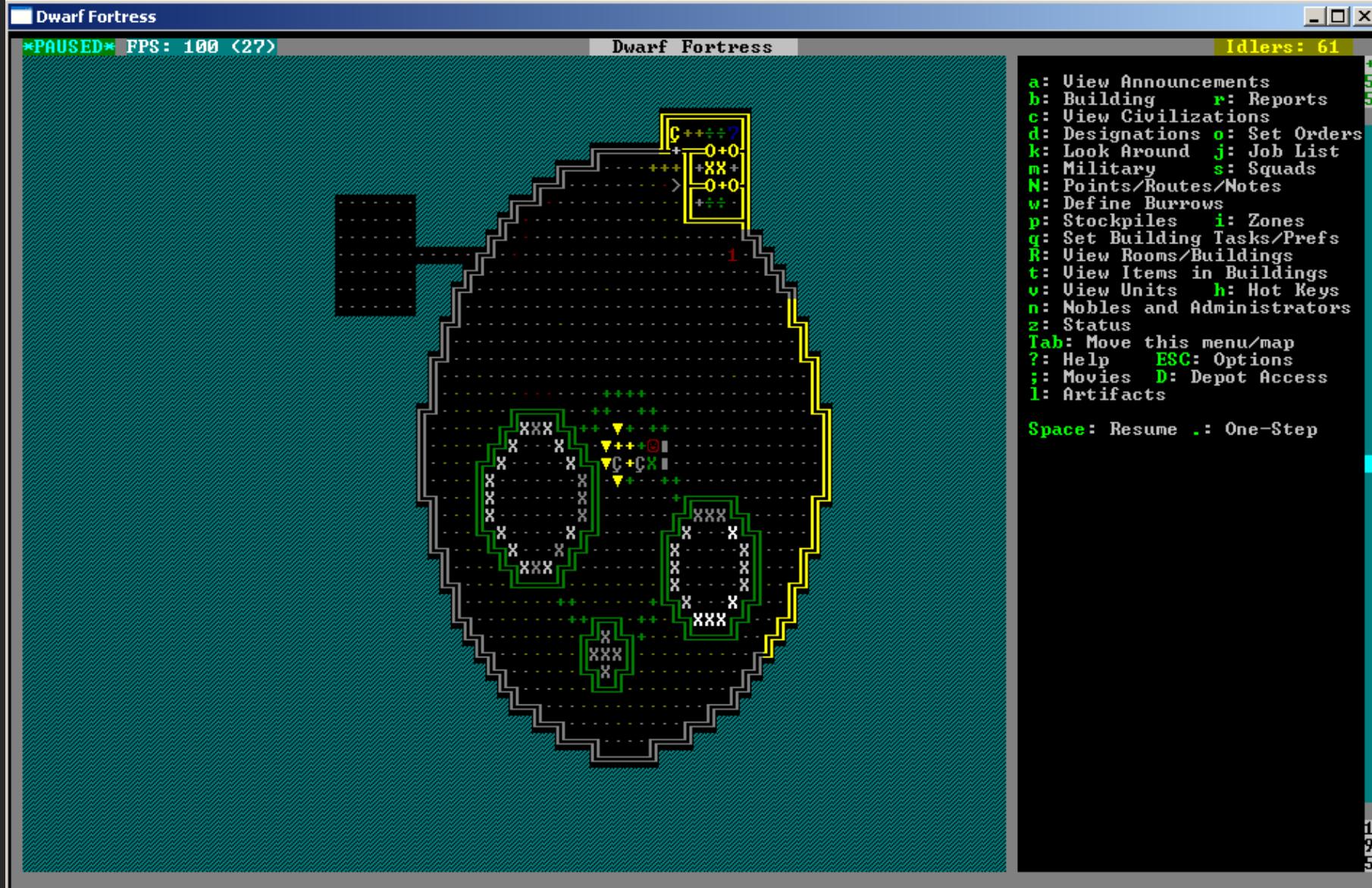
On another note, this place is ridiculous. All the building and rebuilding really does give this place the feeling of being old and having developed organically. The notes people have left are pretty hilarious. "BLOOD FOR THE BLOOD GOD. MAGMA FOR THE MAGMA ROOM."

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**
Post by: **Graebeard** on July 09, 2011, 11:47:32 am

Yo Dawg.

I heard you like towers.

Spoiler (click to show/hide)



We've got so many glass blocks, I figured we had to do something like this eventually.

I put some towers in your tower so you can build while you build.

In other news, the ribbon is up to level 88. I'm trying to decide how far to keep it going. I could take it all the way to z=100 for maximum height and rotation, or I could leave it off at level 90 so that we can top this monstrosity with something pointy and outrageous. Any thoughts?

Also, we've got something of a Forgotten beast problem. I can't for the life of me figure out how the buggers keep getting in, but they keep managing somehow. Right now most of the underground is sealed off, but some FB's have access to the magma stack and could potentially knock the bottom half down. I'm playing around with a few ideas for dealing with this, but any advice is welcome.

Wall out the sections? Add temporary supports?

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**

Post by: **billybobfred** on July 10, 2011, 05:36:56 pm

Quote from: Graebeard on July 09, 2011, 11:47:32 am

pointy and outrageous.

Yes.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**

Post by: **Graebeard** on July 20, 2011, 02:47:48 pm

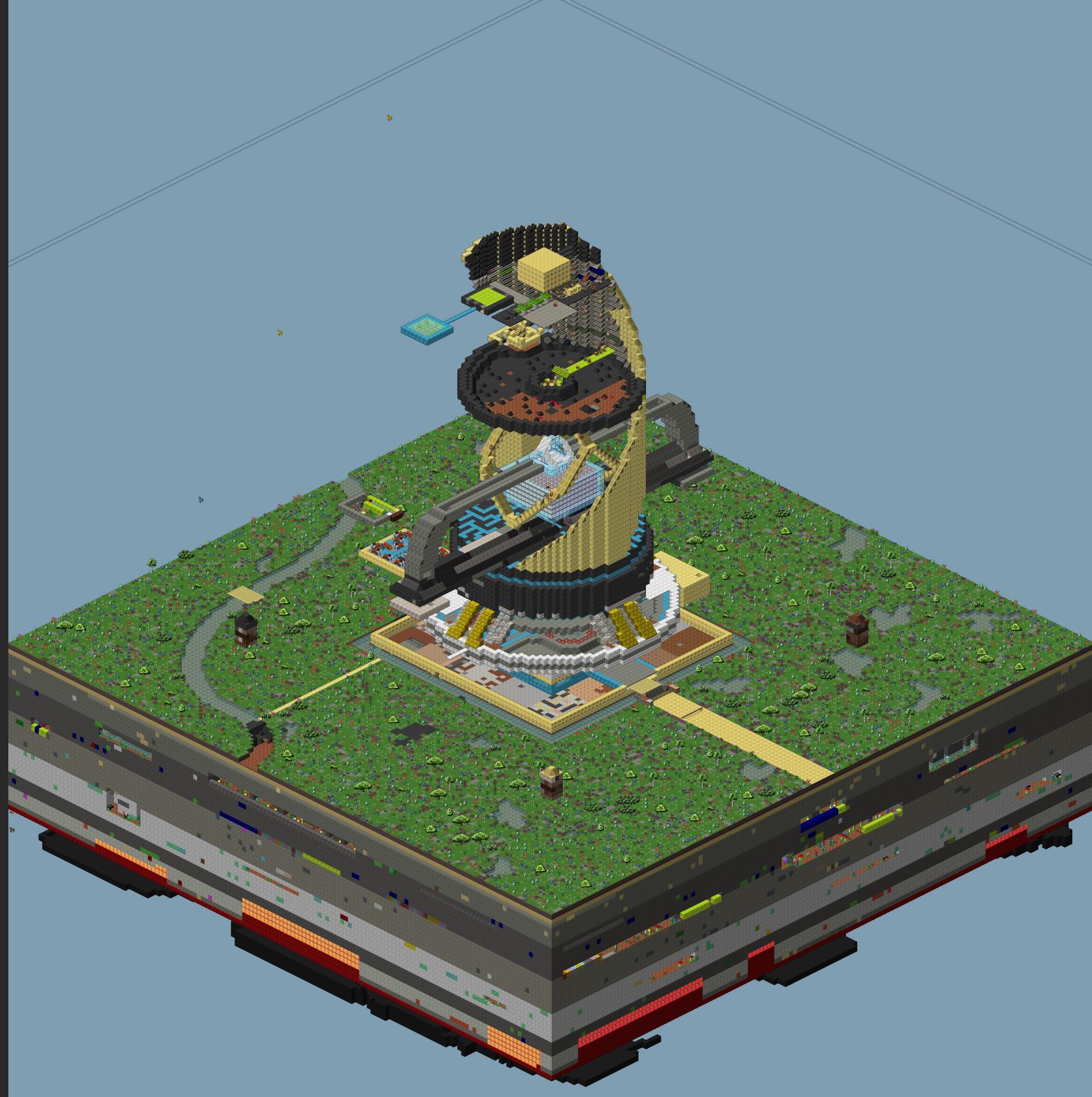
Progress report: I picked this up as a way to take a break while I studied for the bar exam. It's worked out well, even if it did distract me from studying a bit too much.

I've got a few months to go to wrap up the turn, but the test is next week now and I can't afford the luxury of DF breaks any more. The test will be done next Thursday, and I expect I'll be done with my turn the following Friday or Saturday. If someone wants to jump in before that I can upload what I've done. Otherwise I'll write something and get a file uploaded once I'm finished.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**

Post by: **Japa** on October 17, 2011, 02:33:43 pm

Spoiler: Current fort. (click to show/hide)



Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**

Post by: **FearfulJesuit** on October 17, 2011, 09:16:53 pm

The best part is the donkey in mid-air.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**

Post by: **Japa** on October 17, 2011, 09:33:57 pm

Quote from: dhokarena56 on October 17, 2011, 09:16:53 pm

The best part is the donkey in mid-air.

you talking about the yellow one, the brown one, or the blue one?

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**
Post by: **FearfulJesuit** on **October 18, 2011, 07:10:46 am**

Only saw the blue one...

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**
Post by: **Dariush** on **October 18, 2011, 07:18:01 am**

Actually there's a brown one (left lower corner), an orange one (top center), a yellow one (to the left of a glass platform in the tower), a blue one (left center) and some sort of cow above the brown one. Poor donkeys. :'(

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**
Post by: **Japa** on **October 18, 2011, 07:21:08 am**

If it's blue, it's a mule.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**
Post by: **Itnetlolor** on **October 18, 2011, 03:58:43 pm**

I gotta say, this is just purely impressive. Can't wait to see it finished.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**
Post by: **timferius** on **October 18, 2011, 04:01:48 pm**

Wow, has it really been over a year since we started this? Looks amazing, nice to see the gold road is still there (I mention that everytime I come back) although someones messed up my bridge!!

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**
Post by: **Graebeard** on **October 18, 2011, 11:19:49 pm**

Yay for full fort screenshot functionality! Can't wait for a release.

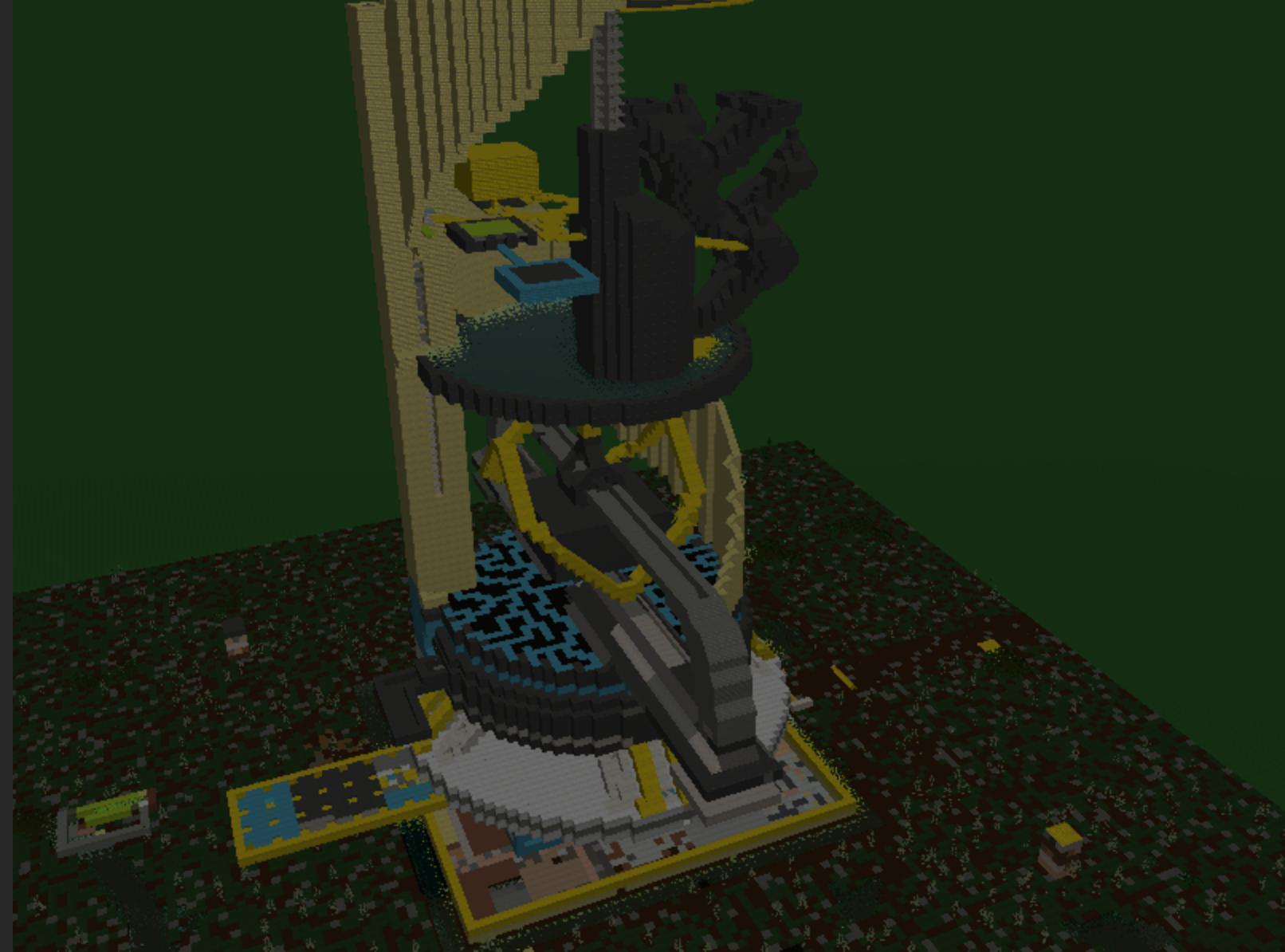
In other news, I am a lazy slacker. Time for me to post the work I did three months ago.

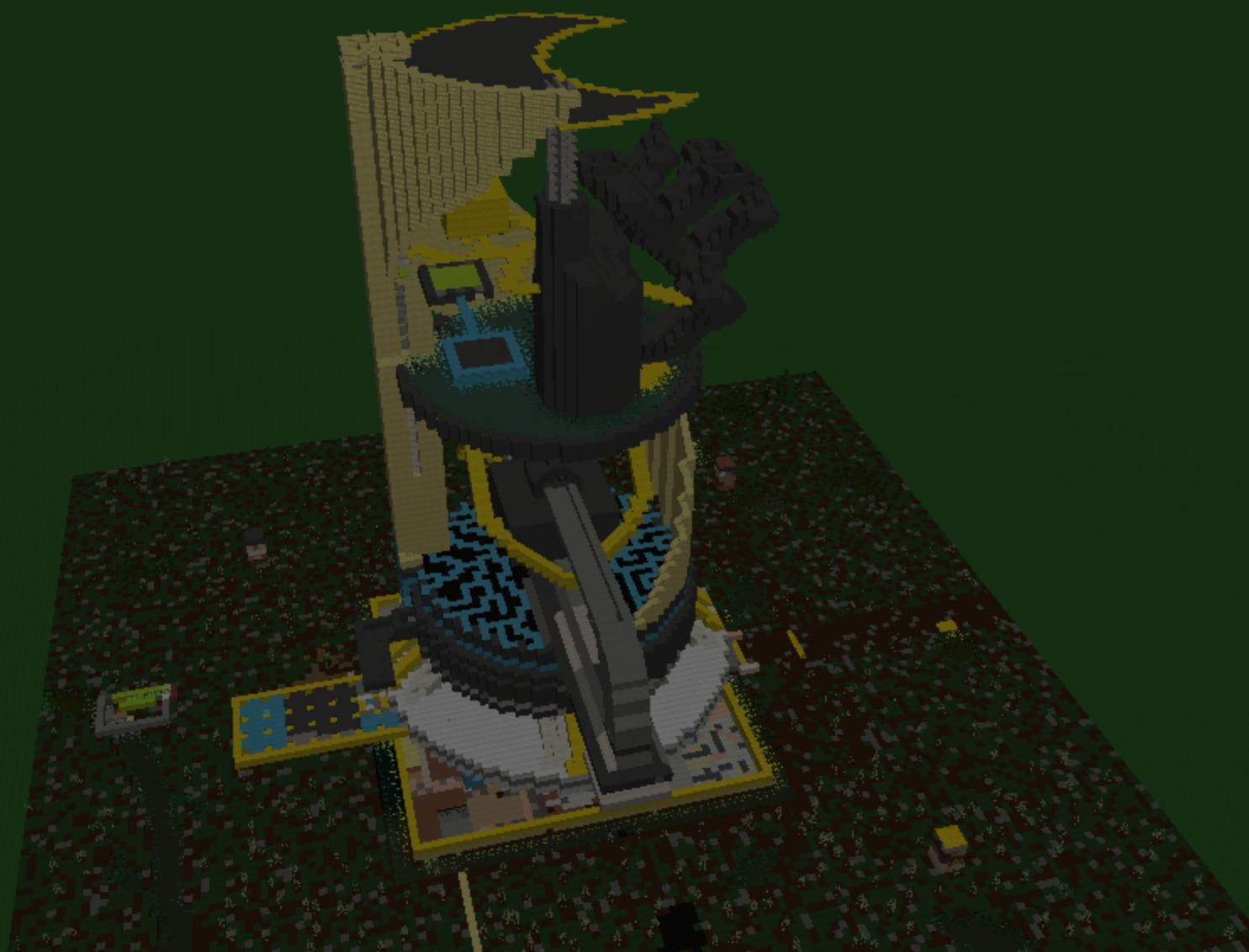
Edit:

OK, here are some screenshots. Ribbon is up to level 90. Most all the scaffolding is removed. There's a lake at level 54 with a few glass towers jutting out. I had grander plans, but life kinda messed those up.

I really wish OGRESEER rendered glass correctly. Oh well.

Spoiler (click to show/hide)







And here's the save (<http://dfffd.wimbl.com/file.php?id=5080>).

I don't think there's a line right now. Some crazy bastard needs to just take this over. Only 10 floors to go!

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**

Post by: **Velard** on October 21, 2011, 05:11:56 pm

Your fortress is the fortress that will pierce the heavens!

And I'd like to be added to the list.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**

Post by: **UltraValican** on October 21, 2011, 06:47:19 pm

If no ones built a church yet then add me to the list(still reading thread)

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**

Post by: **Mitchewawa** on October 21, 2011, 08:25:32 pm

Sign me up as an overseer.

PS; this is beyond awesome.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**

Post by: **Japa** on October 21, 2011, 08:32:10 pm

Mission accomplished.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**

Post by: **Graebeard** on October 21, 2011, 11:40:18 pm

Haven't seen Sizik around for a while, so, Velard: I (un)officially put you next on the list. Congratulations! It's your turn. Be sure to read the rules in the first post. We've loosened up on the one floor/turn thing, though. May also want to read back a few pages for highlights.

Back up early and often.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**

Post by: **Mitchewawa** on October 23, 2011, 03:48:06 pm

Hmm, Velard hasn't posted in three days. PM him?

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**

Post by: **Graebeard** on October 23, 2011, 08:37:40 pm

Velard asked us to skip him, so it's up to UltraValican now.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**

Post by: **timferius** on October 23, 2011, 08:54:09 pm

You can do it! We believe in you!

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**

Post by: **Sizik** on October 23, 2011, 09:43:12 pm

Oh hey, there's activity in this thread again!

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**
Post by: **Japa** on **October 23, 2011, 09:46:11 pm**

Yeah, apparently a full fortress screenshot somebody posted generated interest.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**
Post by: **Sizik** on **October 23, 2011, 09:49:12 pm**

Thanks, Japa. Thapa.

(I actually decided to check on the thread after seeing your Skyscrapes world map tile in the IsoWorld thread.)

Edit: Uploaded map. (<http://www.mkv25.net/dfma/map-10769-skyscrapesthetower-fortress>)

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**
Post by: **Graebeard** on **October 24, 2011, 12:39:14 am**

Thanks for uploading the map! I went over and started putting in some points of interest. I'd like to help make it as comprehensive as possible, but right now I need to get to sleep.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**
Post by: **UltraValican** on **October 24, 2011, 04:06:11 pm**

-snip-

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 80 z-levels; Come help us reach 100!**
Post by: **UltraValican** on **October 24, 2011, 04:17:50 pm**

Quote from: UltraValican on October 24, 2011, 04:06:11 pm

Quote from: Graebeard on October 23, 2011, 08:37:40 pm

Velard asked us to skip him, so it's up to UltraValican now.

Downloading now

Do you mind if I get rid of the wall of othaclase on the 94z level, or should I build on the 95th.

I need moar wood, so that vomit blob has to gtfo

We have no militia.....

My first project will have to be barracks/warbeast training prgorams.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**
Post by: **Graebeard** on **October 24, 2011, 05:10:58 pm**

You can continue the ribbon or take it down a floor or two if you want. It's your call.

I hope you can get a militia up and running. There seems to be a carryover bug from an older version (we started this on 31.02) that prevents us from assigning a militia leader.

Also, check out the points of interest on the map Sizik posted if you want a tour of the place. I only got about halfway up the tower, but I'll keep going tonight.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**
Post by: **UltraValican** on **October 24, 2011, 05:30:23 pm**

Quote from: Graebeard on October 24, 2011, 05:10:58 pm

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Also, check out the points of interest on the map Sizik posted if you want a tour of the place. I only got about halfway up the tower, but I'll keep going tonight.

Can't had to chang my planes from church to night club.

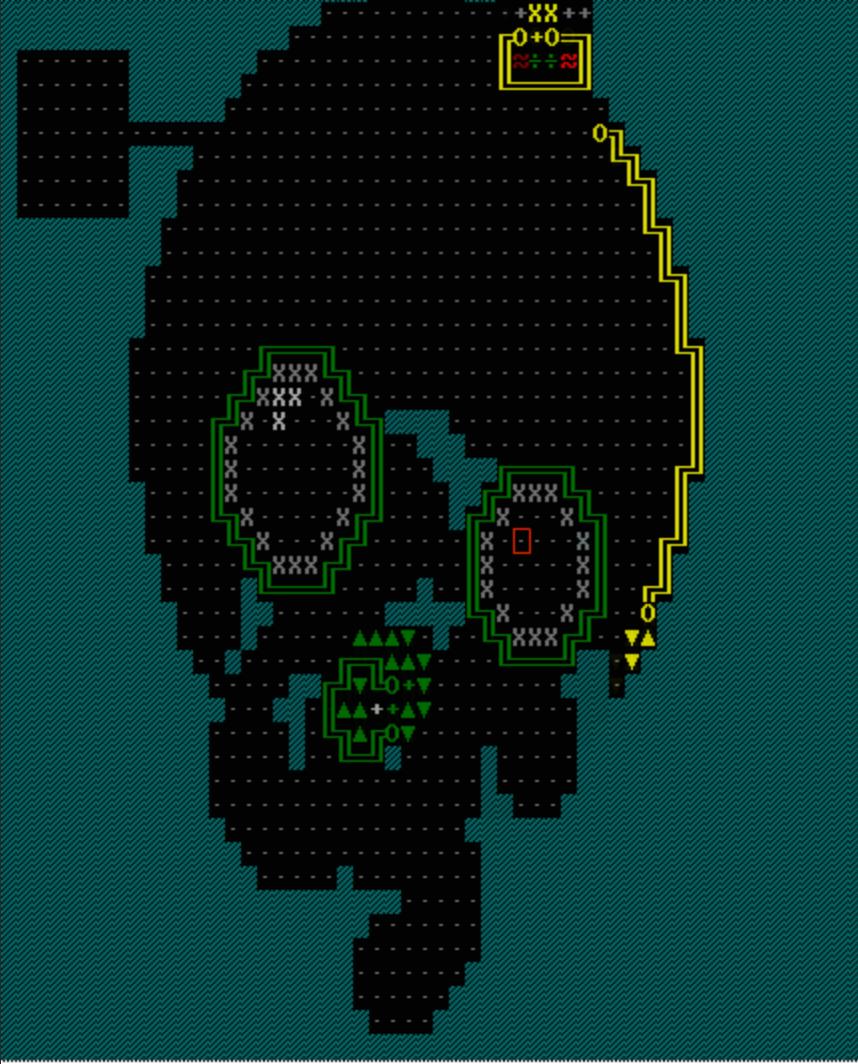
Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**
Post by: **Graebeard** on **October 24, 2011, 08:39:37 pm**

So, there are three glass towers coming out of the lake halfway up. Two are pretty straightforward. You may have noticed the other looks pretty odd. I'm not happy with how it turned out in Overseer or Stonesense, but I really like the idea and I'll have to give it a shot again some time.

I wanted to make something with an organic look. Something reminiscent of a tree or a vine. I decided to have a small circular tower spiral as it goes up and have branches "bud" off as it goes around. Like I said, I'm kind of disappointed with how the result looks in the visualizers, but I think it actually looks alright in the game as you scroll levels. Maybe that's because the game requires so much imagination, and I'm just seeing what I want to see rather than what's there.

Either way, I put together a .gif that might give a better impression of the rotation and branching I was going for:

Spoiler: WFT is this? (click to show/hide)



Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**

Post by: **UltraValican** on October 25, 2011, 03:53:21 pm

Sorry, I won't be able to finish my turn this week.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**

Post by: **Graebeard** on October 25, 2011, 07:57:18 pm

Are you saying you want to be skipped?

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**

Post by: **Japa** on October 25, 2011, 09:55:15 pm

Quote from: UltraValican on October 25, 2011, 03:53:21 pm

Sorry, I won't be able to finish my turn this week.

So far, each turn has been as long as each turn before it combined.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**

Post by: **Graebeard** on October 26, 2011, 11:11:59 pm

The lack of reply leads me to interpret the last comment as a forfeiture.

Mitchewawa, it seems that you are up. The fort is crazy, big, and complicated. Taking a turn is no easy task, as you've seen from the quickness with which others have bowed out.

Are you game?

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**

Post by: **Mitchewawa** on October 27, 2011, 12:34:28 am

I'll be doing bi-daily or tri-daily updates. Incidentally due to turns skipped and poor planning for such incidents I have Deathgate and Skyscrapes on my plate. And I'll be honest, 50 pages is a bit much for me to read so I will definitely not understand a lot of it. Makes for a fun learning experience!

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**

Post by: **Graebeard** on October 27, 2011, 09:06:20 pm

Definitely have fun with it. Take your time, no one else is in line right now, so there's no need to rush. The millstones of Skyscrapes grind slow, but they grind exceedingly fine. Just don't disappear without telling anyone.

I'm pretty familiar with the fortress, so if you're confused or have questions feel free to post here or PM me.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**

Post by: **Mitchewawa** on October 28, 2011, 12:31:48 am

Let me tell you, child, about my story. I am the product of years of training, commitment and sacrifice.

Dwarves from across the world flock to Skyscrapes, the legendary tower which pierces the heavens. One such dwarf was Momuz Intempted; the king of the dwarves. For 1000 years our civilisation has been a bastion of nobility and benevolence; but no longer. This king is corrupt, absent minded in most subjects and oblivious to the plight of the common dwarf. He's a... ☀Silver Spoon☀, in laydwarfs terms.

Now who am I? I go by a common name from my common heritage; Mitch. Word of Skyscrapes spread across the world, the good and the bad. For the first time in the history of civilisation we will be able to feel the warmth of Armok's forge and pierce the heavens! But the bad? It is a project of utmost complexity and impossibility. And our **king**, in all of his stupidity, is overseeing the great architects and overseers who are building this tower with sweat and blood. He will exploit our toil and use the heavens infinite glory for his own wealth, withholding it from the lower class.

So how did I ever come to take control of this place when no one else apart from the king would? Simple... I killed, and am

impersonating, the king.

Since I was young I have been a part of a guild of noble thieves; the protectors of the lower class. I've learnt the arts of shadow, charisma and leadership. But I aspired to more than leading gangs of thieves and homeless children; I wanted to make a difference. The perfect chance came in the least expected place of all; a place where poverty is rare. The monument to the heavens, Skyscrapes.

A swift dagger to the spine, his upper body sailed off in an arc. I and fellow-minded revolutionists dressed me in his garments, cut my hair and beard to match his and dumped his body in the lava. There are around seventy masons working full time on the tower, most others work underground. We were not seen. It was the perfect crime- no, it not a crime; it was the perfect revolution.

I will take the reign of Skyscrapes, I will as per tradition build up five levels to the ninety fifth floor. Not to one hundred; that glory shall not be the one controlled by royalty and blue blood.

The two biggest problems? I'm now king and am expected to behave like one; oppressing the common dwarf. I cannot allow suspicion to befall me; my noble cause would fall quickly to a silver warhammer to the neck. I must be gentle in my insane blue-blooded mandates, but not too gentle.

The other? I'm new here...

And I have no idea where anything is, how anything works or what I'm supposed to do.

OOC: Updates later tonight. On the plus side, I managed to shift my turn back one space so I can devote all of my DF time to just Skyscrapes.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**

Post by: **Mitchewawa** on **October 28, 2011, 05:46:19 am**

First log of Mitch; king of Skyscrapes.

22nd Malachite.

I am trying to make sense of this place. Here is a tale of my adventure...

A marvel of dwarven engineering this place is. Magma, drawn from the depths of hell itself, suspended in the air to fuel our forge! I am, needless to say, impressed. I got a puzzled look from the architect I complimented; perhaps he has never seen the king actually congratulate someone?

The dining room; complete with artificial waterfall-mist generators! My astoundment cannot be contained; I am in awe.

Wow! A great symbol, filled with magma. And an olivine lever, suspended in the air! Held by nothing! Truly the engineers of this place are wizards.

Then of course, there is my chambers. Quite a scary thing actually; it is made out of **pure fucking glass and surrounded by lava**.

Holy shit.

Well, time to make my mark. Strike the tower! I shall start off by removing a small section of the top of the tower...

If you can't tell, the two dwarves on the left are removing the floor from underneath the two on the right. This will end hilariously.

OOC: Short update until I can get the FPS problem sorted. Running on... 5 or so. Anyone mind if I turn off temp?

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**

Post by: **Japa** on **October 28, 2011, 06:07:25 am**

You can try DFcleanmap. it'll remove all the blood and filth all over the floor, which should speed things up.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**

Post by: **Mitchewawa** on **October 28, 2011, 06:43:23 pm**

Second log of Mitch, King of Skyscrapes

The foundations are laid, and so sayeth the tower to I, its artisan, "What shall doth thou fashioneth of me?"

And yae, I ordered sections of the roof removed to make room for additions. Over 30 floor-steps were instantly taken away by a horde of masons, and are soon to be replaced with red trees.

There be a lot of trees growing in our farm and storage areas. A sacrifice to the construction, for gold is the vice of the greedy, wood is the practicality of the common.

We have very few pure white blocks, I believe. Disappointing, but I shall requisition more to be mined. And, through foresight and creativeness, allowed garnerite, a bright green ore, to be made into walls. Beforehand, it was banned from construction. It's not like nickel matters, right?

Kimberlite; a personal favourite. I've ordered more garnerite and kimberlite mined out for the construction; and if I find a white stone I'll get that too. Preparation is my agenda.

Today has been a day of planning, tomorrow, one of action.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**

Post by: **Mitchewawa** on **October 30, 2011, 06:16:02 am**

Third log of Mitch, King of the Dwarves!

Oh how I love to partake in the listening of music; though I do hate to misuse my followers there are up to 60 dwarves ripe for the hiring as my personal bard!

In lieu of white stone, such as marble or periclaste, my two other stones, I'm using pearlash for walls. Crazy right? Pure pearlash! It's a dwarven wonder how that stuff can support more walls!

The mayor requisition a pair of tables; as if my masons are not busy enough! Ahh, such is the ignorance of the nobility.

A lot of time is spent sifting through the stupid stockpiles of the previous rulers, moving them to more appropriate spots. I supposed I could let them fall off the tower, but that'd look ugly; piles of bins of stone blocks floating in our river? I suppose I can spare the workforce to move them...

A mood; some doctor. Judging from his skills, expert in every field of conversation, I think he's going to make an artifact conversation. Hah!

A forgotten beast has come! It's a coati! Whatever that is, it has feathers and is fat. I don't care.

Work continues. Work is slow. Peasants need to work faster.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**

Post by: **Japa** on November 03, 2011, 01:12:57 pm

Spoiler: I'm just leaving these here. (click to show/hide)





Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**
Post by: **JacenHanLovesLegos** on November 03, 2011, 01:59:15 pm

The Minecraftian Steve has arrived! Beware his deadly pick.

Could you post the save for that?

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**
Post by: **Japa** on November 03, 2011, 02:02:05 pm

There's bugs I need to fix first, and you need a modded version of the latest pre-release of minecraft to run it.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**
Post by: **Itnetolor** on November 03, 2011, 07:41:20 pm

Okay, that looks awesome.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**
Post by: **Graebeard** on November 04, 2011, 01:06:26 am

Now that is how glass should look. The magma cube looms greatly.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**
Post by: **Mitchewawa** on November 04, 2011, 06:05:37 pm

I do apologise for the lack of updates, but I did have exam study over the past couple of weeks. I have been playing, but nothing particularly interesting has happened. I'm just making my 5 levels; well, setting the foundations anyway.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**
Post by: **Graebeard** on November 18, 2011, 11:07:51 am

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>.>

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**
Post by: **Darvi** on November 18, 2011, 11:19:46 am

Eh, I'll volunteer again. And try to not lose my savegame again.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**
Post by: **Sizik** on November 27, 2011, 04:37:50 pm

Once the new release is out, anyone up for Skyscrapes 2?

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**
Post by: **EmeraldWind** on November 27, 2011, 11:44:25 pm

Quote from: Sizik on November 27, 2011, 04:37:50 pm

Once the new release is out, anyone up for Skyscrapes 2?

Yeah. I'll take a spot (if there's one to take). This fortress ended up looking pretty dang cool, so I think it would be a pretty neat project to join.

Though this thread is actually pretty short, I just read through the entire thing in about 3 hours. I guess that just means this thread has a high awesome density.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**
Post by: **Japa** on November 28, 2011, 12:00:41 am

Yeah, I'm up for it.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**
Post by: **Graebeard** on November 28, 2011, 12:39:12 am

Absomalutely.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**
Post by: **weq15** on December 29, 2011, 03:14:18 am

so close to 100

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**
Post by: **Sizik** on December 30, 2011, 03:28:40 am

Quote from: weq15 on December 29, 2011, 03:14:18 am

so close to 100

Want to make it 100?

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**
Post by: **Graebeard** on December 30, 2011, 01:52:30 pm

Do eeeeeet.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**
Post by: **weq15** on January 01, 2012, 03:07:06 am

cant i don't play df
tv tropes sent me here and i read Succession forts

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**
Post by: **Sizik** on January 02, 2012, 01:02:36 am

What led you to reading Skyscrapes?

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**
Post by: **weq15** on January 02, 2012, 02:32:20 am

Quote from: Sizik on January 02, 2012, 01:02:36 am

What led you to reading Skyscrapes?

tv tropes

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**
Post by: **Sizik** on January 02, 2012, 07:40:43 pm

Huh, looks like I made something slightly popular.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**
Post by: **Stoutpants** on January 03, 2012, 08:55:14 pm

This is the coolest fort I have ever seen.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**
Post by: **Sizik** on February 20, 2012, 03:58:02 pm

Will make part 2 once most of the bad bugs get ironed out of the new version.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**
Post by: **Graebeard** on February 20, 2012, 05:28:06 pm

I keep flirting with the idea of firing this back up and slapping the last 10 z's on, but the little gaming time I have right now is devoted to tracking down and weaponizing vampires. Little buggers stopped feeding once I made a communal bedroom >:(

Anyone out there still playing 31.25 while the DFVD bugs get ironed out? If so, do you want to be a part of history and cap this bad boy?

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**
Post by: **mocman** on February 20, 2012, 05:57:03 pm

I'd like to be part of history
But id have to use a tile set
(I know how to patch it my self)
If thats ok?

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**
Post by: **Graebeard** on February 20, 2012, 06:46:07 pm

Yeah, several players have used tile sets. Just be sure to re-replace the raws if you replace the raws to get the tile set going.

It's a beast of a fortress. Lots of levers and notes. Let me know if you need help finding your way around. Check out my post a page or two ago with the most recent map that explains the bottom half of the fortress.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**
Post by: **slowpokez** on February 20, 2012, 06:51:19 pm

Quote from: Sizik on February 20, 2012, 03:58:02 pm

Will make part 2 once most of the bad bugs get ironed out of the new version.

I think this idea is really cool and I'd love to take a turn in v.2 :D
Pm when you're gonna start it :)

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**
Post by: **weq15** on **February 21, 2012, 05:58:52 pm**

i don't know how to play DF
but i think 9 z levels of stairs and a 1z solid gold lookout can't be that hard
we can do this

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**
Post by: **Graebeard** on **February 21, 2012, 07:38:34 pm**

Quote from: **weq15** on February 21, 2012, 05:58:52 pm

i don't know how to play DF
but i think 9 z levels of stairs and a 1z solid gold lookout can't be that hard
we can do this

Not exactly in the spirit of this fort, I'd say.

Also, I'm surprised to find non-DF players wandering about these forums. Are you just learning to play?

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**
Post by: **Graebeard** on **February 23, 2012, 04:12:44 pm**

So, mocman, you think you're up to this?

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**
Post by: **weq15** on **February 25, 2012, 01:12:34 pm**

wheres mocman
has anyone PMed him

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**
Post by: **mocman** on **February 25, 2012, 05:00:23 pm**

ohh umm i dont use the forums much
ya i just now had time yesterday to start but i only started right now so...
i looking around its huge
priorities i guess are:

- orthoclase for tower
- trade off some of these huge piles of stones
- solid gold stripe!
- and green glass for that huge stair case in water
- get t 99 by monday

much more than i'm used to i'm DF but starts sometime

FPS : 20 (8) "yyyaaaaa!!!!!!!"

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**
Post by: **Graebeard** on **February 25, 2012, 06:16:13 pm**

You probably don't need to dig much more regular stone. I think there's an ungodly amount of blocks lying around.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**
Post by: **Darvi** on **February 25, 2012, 06:32:50 pm**

Actually I was planning on giving the tower a solid golden spire. You might consider doing that.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**
Post by: **weq15** on **February 28, 2012, 11:37:09 am**

where is mocman its been a few days come on mocman its only ten levels

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**
Post by: **Sizik** on **March 02, 2012, 04:48:55 pm**

Skyscrapes is now up for voting for induction into the Hall of Legends.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**
Post by: **Kassil** on **March 10, 2012, 07:54:03 pm**

Which version is this running on, at last check?

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**
Post by: **Graebeard** on **March 10, 2012, 11:47:09 pm**

31.25.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**
Post by: **MarcAFK** on **March 11, 2012, 12:26:34 am**

If you guys start a skyscrapes 2 maybe you could ramp up the worldgen settings to get more than 100 stories above ground, i know it's possible but i've never managed it myself, except for those bugged spire levels, maybe you could find one of those that's playable and try for a 1000 story tower? :P

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**
Post by: **Graebeard** on March 11, 2012, 02:51:26 am

Ok. I must be nuts, but I'm taking a crack at finishing this.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**
Post by: **Kassil** on March 11, 2012, 02:59:49 am

I was planning to give it a shot; maybe we can compare final results.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**
Post by: **Graebeard** on March 11, 2012, 03:05:36 am

Absolutely.

There is also the very real possibility that I vastly overestimated the amount of time I can put towards DF right now and that my attempt to cap this will go the way of so many others.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**
Post by: **Sizik** on March 11, 2012, 02:15:26 pm

Quote from: [MarcAFK](#) on March 11, 2012, 12:26:34 am

If you guys start a skyscrapes 2 maybe you could ramp up the worldgen settings to get more than 100 storys above ground, i know it's possible but i've never managed it myself, except for those bugged spire levels, maybe you could find one of those that's playable and try for a 1000 story tower? :P

The number of z-levels above ground is capped at 100, so we'd have to find a region with a mountain or something.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**
Post by: **weq15** on March 18, 2012, 07:02:37 pm

COME ON its only 10 z levels
we can do this

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**
Post by: **Kassil** on March 18, 2012, 07:32:46 pm

I've currently got it up to z-95. My current bottleneck in producing sufficient green glass blocks to keep things rising. Screenshots later tonight, probably.

EDIT: A crash ate all of last night's progress; I have autosave off because it seems to reliably crash the client when it autosaves. Will resume construction from last save shortly.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**
Post by: **weq15** on March 25, 2012, 01:38:54 pm

its been five days
how hard is ten Zs

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**
Post by: **Japa** on March 25, 2012, 02:15:36 pm

Quote from: [weq15](#) on March 25, 2012, 01:38:54 pm
its been five days Months
how hard is ten Zs

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**
Post by: **Corai** on March 25, 2012, 03:26:09 pm

Goblins >.>

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**
Post by: **Kassil** on March 25, 2012, 05:43:42 pm

Quote from: [weq15](#) on March 25, 2012, 01:38:54 pm
its been five days
how hard is ten Zs

At 'horrible FPS' and 'Threatens to crash if you look at it wrong', it can be a bit difficult.
You /could/ see for yourself, go for a 'race to the top'.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**
Post by: **MarcAFK** on March 25, 2012, 10:33:13 pm

I would love the challenge, it's only construction which is my favorite part of DF, but this old Pentium 4 is having trouble staying stable enough to keep the desktop running, let alone running DF the way it used to back in 2010 when I first overclocked it (Might have something to do with the instability, heh)

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**
Post by: **weq15** on April 07, 2012, 07:38:15 pm

theres nothing more sad then a project that stops on the last bit
I mean only 10 Zs come on we can do this

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**
Post by: **Kassil** on April 07, 2012, 08:29:47 pm

I've pushed it up to about z-96. I was planning to make the next few levels a water storage tank and to install a dropshaft for troglodyte captives, but didn't make it that far.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**
Post by: **Graebeard** on April 07, 2012, 11:45:34 pm

Overseer/Stonesense pics?

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**
Post by: **MarcAFK** on April 08, 2012, 12:19:34 am

I'm gunna take a look just to see how my new laptop can handle this kind of thing.
Edit: 23-25 fps seems reasonable, How long ingame did the last couple of levels take?

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 90 z-levels; Come help us reach 100!**
Post by: **weq15** on April 08, 2012, 07:29:40 pm

yes only 4 more Zs

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 96 z-levels; Come help us reach 100!**
Post by: **Canisaur** on April 15, 2012, 05:07:56 pm

I was browsing this thread a few days ago and thought this tower was awesome, so I gave it a go of completing the last few floors. I made a nice statue garden out of clear glass and solid gold, and finally capped it with a solid gold roof and a golden altar to Armok, complete with a large area with glass spike "traps" which make up a sacrificial area for those worthy enough to sacrifice for the blood god. There's even a burrow for assigning those lucky sacrifices to the spike area (and it's also a statue garden so you'll get plenty of 'unintentional sacrifices' :P).

<http://dffd.wimibli.com/file.php?id=6177> (<http://dffd.wimibli.com/file.php?id=6177>)

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 96 z-levels; Come help us reach 100!**
Post by: **timferius** on April 16, 2012, 07:15:52 am

Wait... so, it's... finished?

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 96 z-levels; Come help us reach 100!**
Post by: **Graebeard** on April 16, 2012, 08:12:23 am

Ladies and gentlemen, skyscrapes has reached 100 floors.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 96 z-levels; Come help us reach 100!**
Post by: **Canisaur** on April 16, 2012, 08:38:10 am

If you consider my additions worthy, then I would say so, yes. The top floor is at +100 z's.

I'm not sure how well my journal fits in with the rest of the players' continuity, but it includes a rather humorous construction mishap that actually happened:

Annoyed that their 100-story monument to Dwarvenkind had been sitting just near completion for too long, the Dwarven council (during one of the scant minutes of the day they weren't completely drunk) ordered me to go finish the last four levels of the monument and to check on King Likotbecor, whom they hadn't heard from in ages. I arrived to find that there are currently just over 200 dwarves living and working here, and the total created wealth is rumored to be nearing ten million dwarfbucks. I immediately went to the top story and got to work.

20th Moonstone, 1071 - While finishing the green glass flooring on the 96th floor, a misplaced block of glass flooring came loose, crashing through the two floors below (one of which was part of a stockpile), and falling another 15 stories right onto Shem Tamolstakud's head. Miraculously, the child survived! However, the 10 other blocks and three solid gold bars that fell from the hole in the stockpile crushed him to a bony pulp, scattering his body parts across 14 floors. At least it wasn't someone who actually did work.

2nd Obsidian, 1071 - While overseeing the completion of the wall on the 94th floor, a dwarf came staggering up to me, panting, yelling about how the lower floors were flooding. Earlier I had ordered the shutdown of the generator, as neither pump stack was currently being used. However, the lever I had found marked "Stops the generator" in the control room actually in fact unleashed a massive flood! Dwarves were cleaning up barrels of food and supplies for days once we had the water under control.

9th Obsidian, 1071 - An Ettin came rampaging into the area today! I immediately ordered our no-doubt well-skilled, impressive, heavily armed... what? We have no army? The lookout who informed me of our pathetic military state also informed me that King Likotbecor refuses to let them bear arms in fear of any sort of uprising. I went storming to his chamber to yell at him, but he refused to even see me. I had yet to check on the King for the council. Fortunately, while I was ragebashing my fists on the King's door, the stupid Ettin fell into a simple cage trap. It appears we are safe for now.

6th Granite, 1072 - The Dwarves finished the green glass walls, flooring, and stone support columns on the 94th, 95th, and 96th floor. I left the 94th floor as a stock room, and designated the 96th as a slab graveyard. The graveyard will come in handy then the final two floors are finished...

20th Galena, 1072 - The gold and clear glass observation room/statue garden on the 97th and 98th floor are completed. All that's left is to finish the top two floors, which are already well under construction and using copious amounts of solid gold.

1st Limestone, 1072 - Today our bookkeeper informed me that the tower had officially passed ten million dwarfbucks of created wealth! The council will be happy to hear about this.

15th Felsite, 1073 - Today the final floor of the tower was completed! The top floor is an altar to the glorious Armok, and several of the denizens of this tower were more than happy to offer themselves as the initial sacrifices to the blood god. After months of attaching mechanisms to spikes, the altar finally boasts a fully functioning sacrificial spike pit, ringed with 30 golden statues. Tonight I return to the council to report the successful completion of the tower, despite being unable to find any information about the King.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 96 z-levels; Come help us reach 100!**
Post by: **EmeraldWind** on April 17, 2012, 02:54:13 am

:o Just checked this out in the new version of Overseer. Wow!

It is unbelievable. I can't even view the whole fort with the default settings. This fort doesn't even really look like anything I've seen

before in Df.

:applause:

Way to go, guys!

I'll leave screenshots to the guy who is obviously very excited about the prospect though.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) 96 z-levels; Come help us reach 100!**

Post by: **Graebeard** on April 17, 2012, 10:07:15 am

Oh man, I didn't even know Thewonderidiot backported map export until I saw your post. Can't wait to get home and fire it up!

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) IS COMPLETE!**

Post by: **Sizik** on April 17, 2012, 11:10:27 am

It's been two years, but Skyscrapes is finally complete.

I get out of school in 3 weeks, so I think that would be a good time to start Skyscrapes 2.

What kind of embark area do we want? A mountainous area could allow us to have more than 100 z-levels.

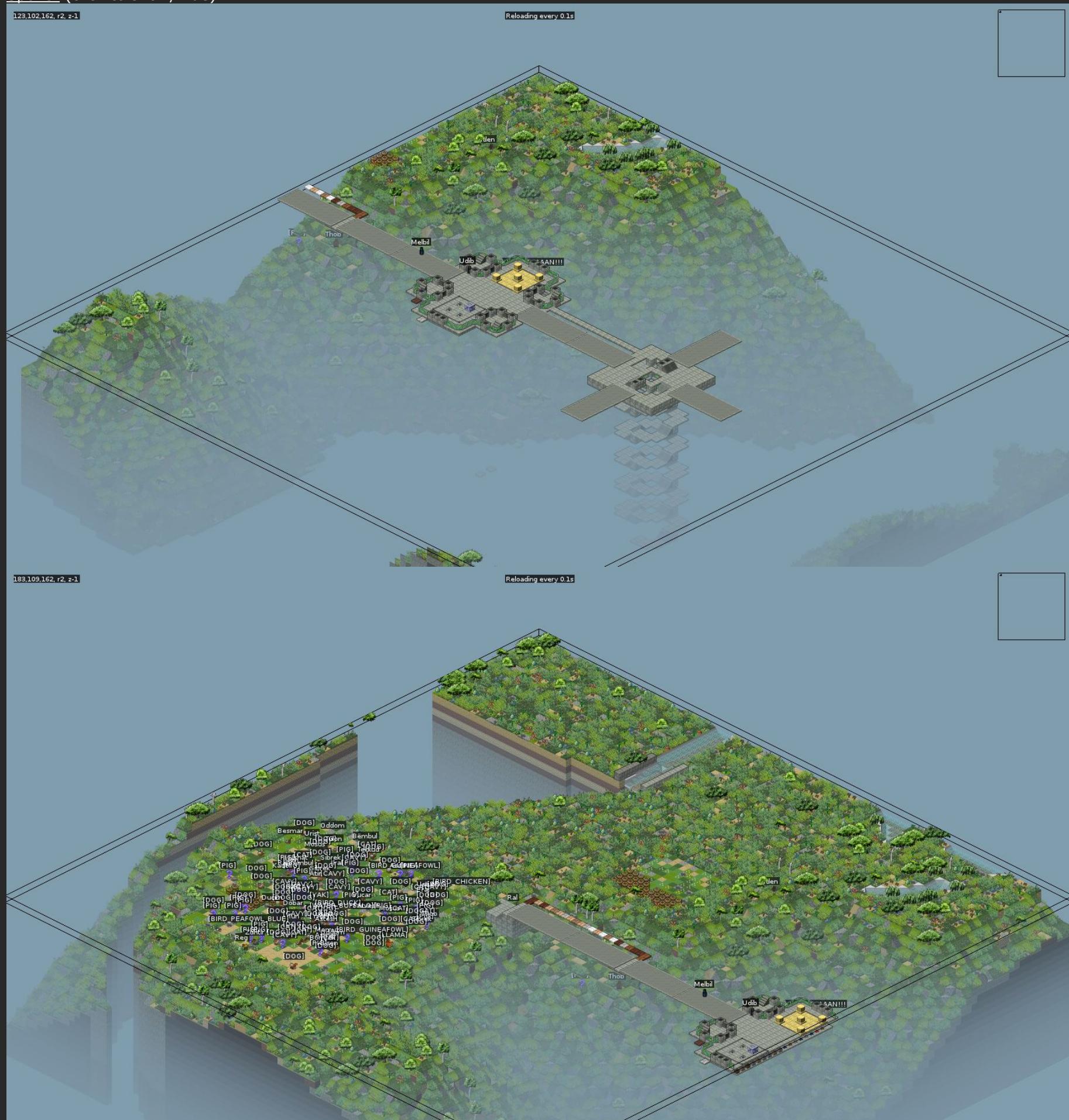
Title: **Re: Skyscrapes, the Tower-Fortress (Succession) IS COMPLETE!**

Post by: **Japa** on April 17, 2012, 11:42:15 am

I have a pretty good embark if we want maximum lag.

it consists of a 30 z-level deep hole with two rivers above it, and one below. I'm using it to make a rapture fortress.

Spoiler (click to show/hide)



Title: **Re: Skyscrapes, the Tower-Fortress (Succession) IS COMPLETE!**

Post by: **Graebeard** on April 17, 2012, 12:31:07 pm

That is amazing. Japa, is there sand on that embark? How far down is magma?

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) IS COMPLETE!**
Post by: **Darvi** on April 17, 2012, 12:47:37 pm

Just how long has the construction of this thing been going on?

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) IS COMPLETE!**
Post by: **Graebeard** on April 17, 2012, 12:50:36 pm

April 11, 2010. I think the save started off as 31.02.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) IS COMPLETE!**
Post by: **Japa** on April 17, 2012, 12:51:49 pm

there is sand, in random spots on the surface, and I haven't gone to the magma yet.

/me uses reveal to check.

Magma is at -5

Valley floor + river 1 is at 102

River 2 + it's surrounding flatland is at 131

River 3 and it's plains are on 137

highest land on this embark is at 142

I had to have a larger than normal embark to fit the whole thing, sadly.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) IS COMPLETE!**
Post by: **Graebeard** on April 17, 2012, 01:25:46 pm

I haven't extensively researched this, but I imagine a 247 level pump stack may set a record or two.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) IS COMPLETE!**
Post by: **Urist Mcinternetuser** on April 18, 2012, 12:37:09 am

Oh man, I remember back when this tower was just starting. Damn, a lot of time has passed. Anyways, good job you guys.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) IS COMPLETE!**
Post by: **MarcAFK** on April 18, 2012, 02:10:04 am

So you could make a 142 level tower?

Not that impressive really. :/

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) IS COMPLETE!**
Post by: **Sizik** on April 18, 2012, 02:07:40 pm

Currently getting the maps of the last two turns and uploading them.

I'm going to dig into the HFS, and give this fort a proper sendoff.

Also, for part 2, what do you guys think about digging out the ground around the tower, thereby extending the height without having to build upwards all the time? We could have a tower that connects heaven to hell.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) IS COMPLETE!**
Post by: **Graebeard** on April 18, 2012, 03:15:22 pm

I don't see any reason not to allow it, although I've seen very few people actually accomplish the massive pits they set out to dig. Might be good to have a minimum footprint for any z-level removal so that it actually makes the tower look bigger. Also, too much underground water could really dampen (heh) our digging plans.

For the map, I'd love to see something relatively shallow again. For an above-ground fortress, there's just no need for 100 underground levels. Even with all the stone constructions on Skyscrapes we really only needed to stripmine a handful of levels.

What do you think about proposing this new rule: each new floor must be designed to allow a cart track to continue upwards and actually extend such track from the floors below. The idea of a 100+ floor cart track makes my heart race.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) IS COMPLETE!**
Post by: **Daenyth** on April 19, 2012, 01:02:12 pm

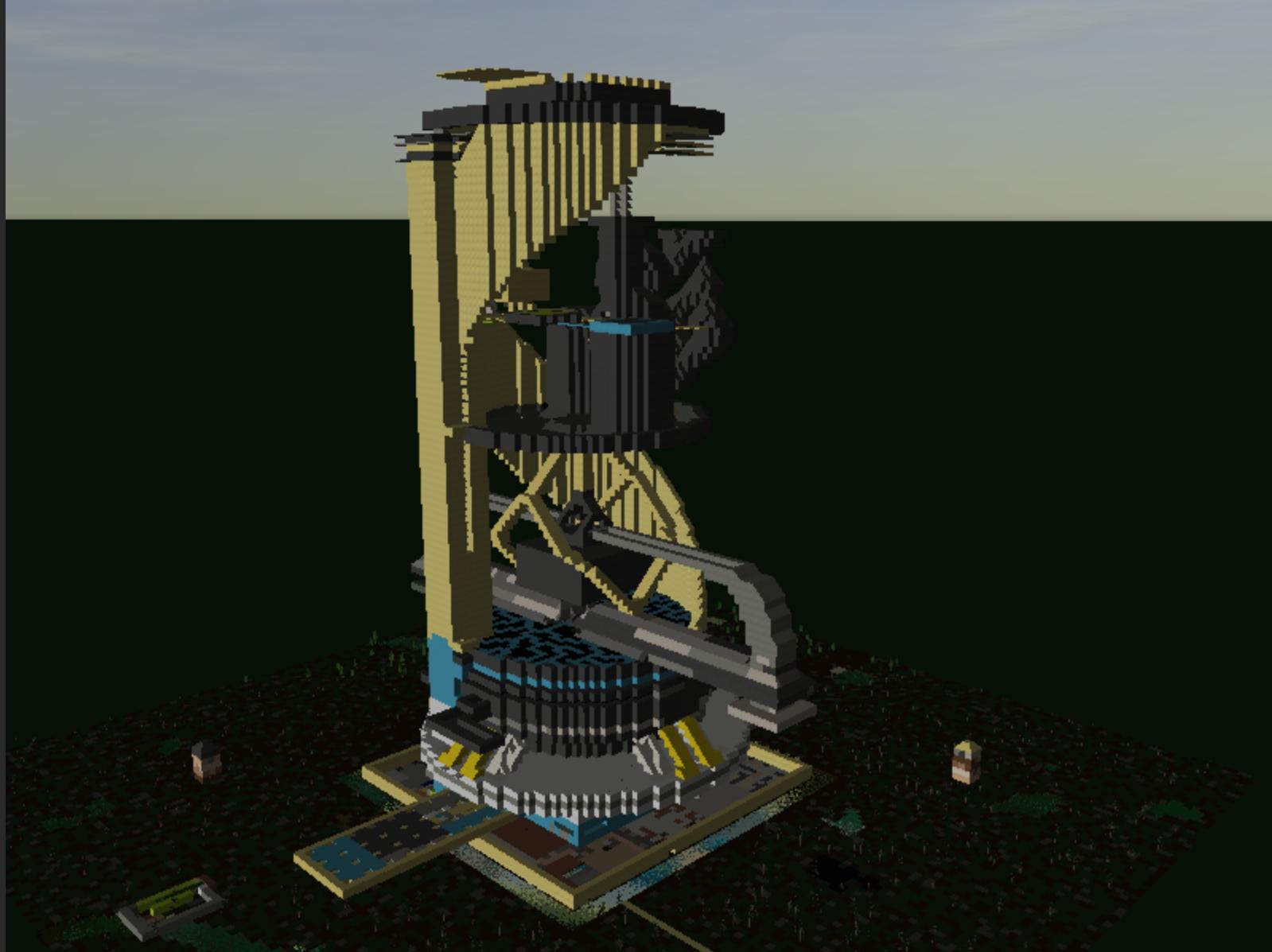
That sounds incredible. I'm stunned that this thing hit completion. Bravo to everyone!

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) IS COMPLETE!**
Post by: **Sizik** on April 19, 2012, 05:06:30 pm

Pictures:

Spoiler (click to show/hide)





Title: **Re: Skyscrapes, the Tower-Fortress (Succession) IS COMPLETE!**
Post by: **Sphalerite** on April 19, 2012, 05:32:50 pm

That is a thoroughly impressive structure. I approve.

If there is to be a follow-up succession fortress with mine carts in the next version, I'd like to submit my name for the succession.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) IS COMPLETE!**
Post by: **Graebeard** on April 19, 2012, 06:09:21 pm

Does anyone know whether it's possible to export this map to minecraft and visualize it like Japa did pages and pages ago? (I think my office is blocking the source domain, so I can't find it to link.) The perspective and glass rendering were just amazing. I want more pretty pictures!

Edit: found em! (<http://www.bay12forums.com/smf/index.php?topic=53814.msg2731544#msg2731544>) I want more of these SO BAD.

Title: **Re: Skyscrapes, the Tower-Fortress (Succession) IS COMPLETE!**
Post by: **Sizik** on April 20, 2012, 12:20:56 am

So I was checking the status of the magma pump stack before claiming that we have a 122 z-level tall magma pump stack, and it turns out that:

1. The generator has run out of water.
2. When full of water, the generator produces about 150 power less than is required.
3. The generator only produces 3100 power, even though it has 32 water wheels
4. The dwarves, for some reason, can't access the area to the right of the water wheels, even though there's a clear floor path.

Going to disable the dining room mister for now, seeing as the water spilled since the power was shut off.

Title: Re: Skyscrapes, the Tower-Fortress (Succession) IS COMPLETE!

Post by: **Sizik** on April 20, 2012, 02:43:43 am

I recorded my unleashing of the HFS, but the files are too large to put up on DFMA, so here they are on DFFD instead.

The End of Skyscrapes (<http://dffd.wimbl.com/file.php?id=6190>)

Unfortunately, the demons were waiting at the wrong tube, so when I finally dug over, only 3 brown devils (humanoids made of mud that shoot projectiles) ventured above. Most of the killing was done by Canisaur's altar to Armok.

Title: Re: Skyscrapes, the Tower-Fortress (Succession) IS COMPLETE!

Post by: **Canisaur** on April 20, 2012, 07:49:10 am

Quote from: Graebeard on April 19, 2012, 06:09:21 pm

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Edit: found em! (<http://www.bay12forums.com/smf/index.php?topic=53814.msg2731544#msg2731544>) I want more of these SO BAD.

DFHack can do it, the command is 'df2minecraft'. It's not documented for some reason and the command description says something about weather, but it DOES work. I'll give it a try and see how it looks.

EDIT: Looks like it's not generating the map very well, and even if it did, it would only generate a section of it (40 something floor max). Minecraft doesn't even recognize the map, and MCEdit crashes when I try to open it.

Title: Re: Skyscrapes, the Tower-Fortress (Succession) IS COMPLETE!

Post by: **Sizik** on April 23, 2012, 10:21:45 pm

Another thing, do we want any mods?

Title: Re: Skyscrapes, the Tower-Fortress (Succession) IS COMPLETE!

Post by: **Graebeard** on April 23, 2012, 11:07:19 pm

I vote for [EAT_SAPIENT_OTHER:ACCEPTABLE] (to allow for butchering) and modded in bone blocks.

Title: Re: Skyscrapes, the Tower-Fortress (Succession) IS COMPLETE!

Post by: **kaian-a-coel** on April 24, 2012, 05:36:01 am

Yay for bone-tower and elf-eating dwarves!

Title: Re: Skyscrapes, the Tower-Fortress (Succession) IS COMPLETE!

Post by: **Graebeard** on May 15, 2012, 08:45:53 am

Whelp, looks like the new minecart release is out! What do you think, Sizik, is it time to get v. 2.0 fired up?

Title: Re: Skyscrapes, the Tower-Fortress (Succession) IS COMPLETE!

Post by: **Sizik** on May 15, 2012, 09:22:39 pm

New thread (<http://www.bay12forums.com/smf/index.php?topic=109564.0>) is a go.

Title: Re: Skyscrapes, the Tower-Fortress (Succession) IS COMPLETE!

Post by: **Sizik** on March 05, 2013, 04:33:09 pm

Skyscrapes has made it into the Hall of Legends. Anyone want to write a blurb for it?